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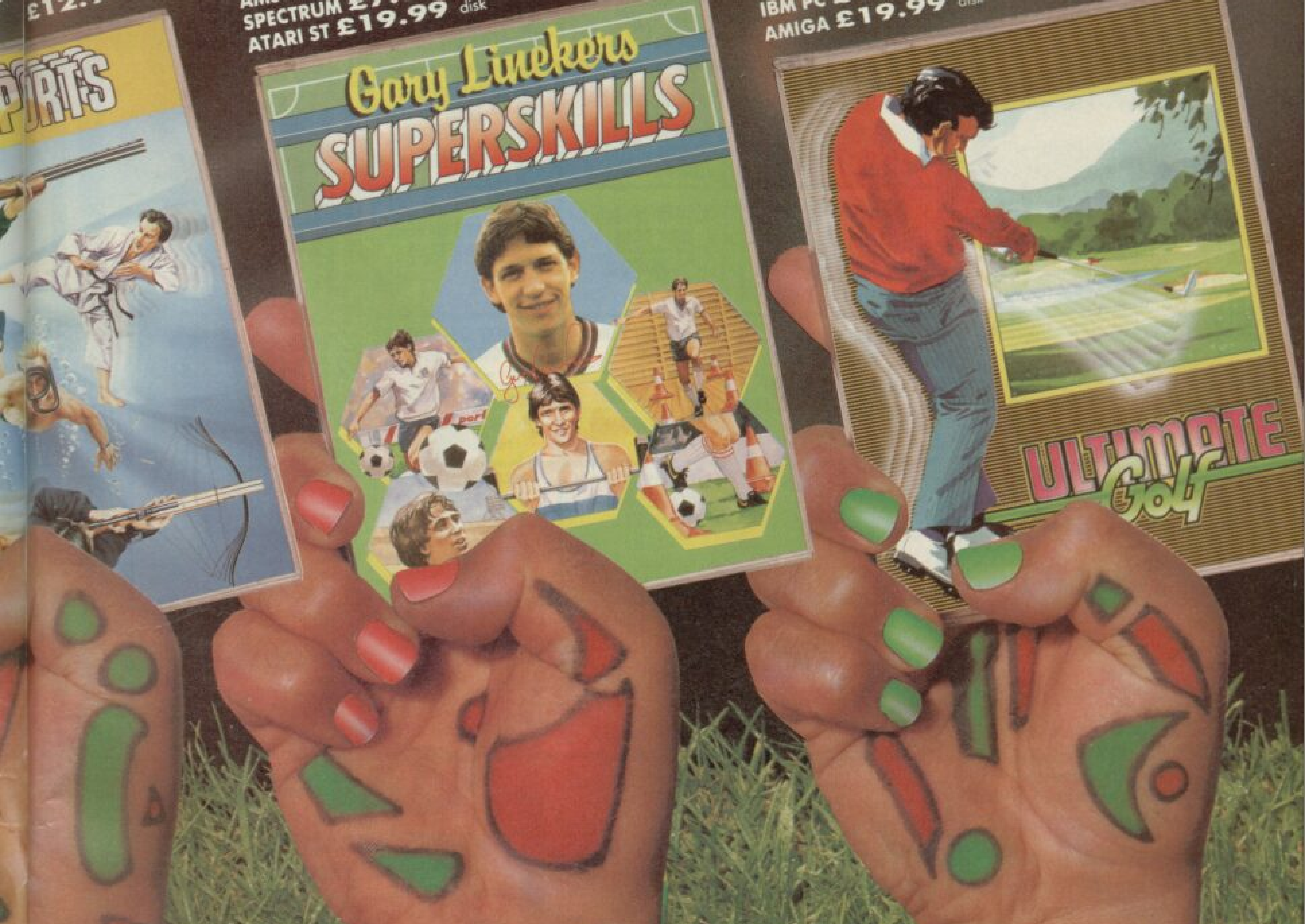
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Feel totally billious when you find out what turns *YS* readers on!

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Be completely and utterly amazed by the cheapies!

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EEEE BY GUM

Ubi Soft *(Don't even think about it. Ed)* a leading French entertainment software developer and publisher has announced the appointment of Electronic Arts as its sole distributor for the United Kingdom and Eire.

The titles will be flooding in any time now, so keep your eyes peeled for such titles as *Oooh La La, The Pen Of My Aunt* and *(Slap! Stop telling porkies. Ed)* ouch, erm, *Iron Lord, Skateball* and *Puffy's Saga.* Well we'd give our eye teeth for those!!

There's only one thing for it when a visit to the dentists looms on the horizon — get



ADVENTURES

This month	Last month	Game/Publisher
1	RE	**Colour Of Magic** Alternative
2	1	**Time And Magic** Mandarin
3	NE	**Dangermouse And The Black Forest Chateau** Alternative
4	RE	**Mind Fighter** Abstract Concepts
5	NE	**Quest For The Golden Egg-Cup** Mastertronic

No sooner has the film *The Running Man* cleaned up at the box office than Grandslam announce it's secured the rights to produce the game.

In the film Shwarzenegger plays Ben Richards, the Running Man, a state policeman with teeth so bad that the entire dentist population of his home city are pursuing him with fillings in mind. Around every corner a slavering orthodontist, around every other corner a gang of dentists armed with the very latest in oral weaponry, and around any corners that are left, *(You've run out of corners, and stop telling lies. Ed).*

(Sigh). Shwarzenegger plays a cop who's defied his superiors and has ended up as a contestant on a futuristic quiz show in which everything tries to kill him. The game should be out early in 1989. Okay?

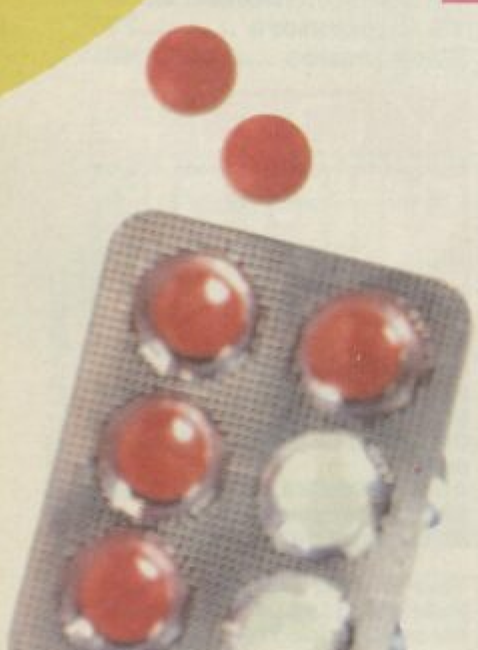


TOP TEN MIKE GERRARD LOOKALIKES

1. Robert Redford (flattery eh??)
2. Professor Alec Jeffries (pioneer of 'genetic fingerprinting')
3. The dad out of *Family Ties*
4. Stephen King
5. Richard Stilgoe
6. My dentist
7. Bill Oddie
8. Dan (out of *Return To Eden*)
9. Scott Adams (minus the perm)
10. Santa (well, he's got a beard)

Would you believe it took TWO people to compile that chart?! The guilty fellows are Andy Cowe and Dave Dutton of Stoke-on-Trent.





POSTMAN PAT GOES *ALTERNATIVE*



Well strike us down with a penny-black, Postman Pat's gone and got himself a job on the side — Alternative has signed him up to appear in a computer game which is due out about Christmas. ... Erm, hang on a mo: if Postman Pat is swanning it up on computer monitors over the festive season, how is he going to deal with the Toytown Christmas postal rush??

Their budget won't cover temporary staff — and even if Mrs Merrywinkle *has* offered her services for free, there's no way she'll be able to haul a sack along those icy roads with her back. You heartless bastard Postman Pat.





GET YOUR TEETH INTO THESE RATIOS!

The bods at Nintendo have been busy with their calculators. They've been working out how many people will see the forthcoming TV adverts of their games console throughout December. This is what they reckon:

"7 out of 10 boys between 8 and 14 will see the ad at least once and of these 7 boys 4 of them are likely to see the ad another 3 times as well. The same ratios can be applied to the parents of these boys."

Gordon blimey 'o Bennett. That's a bit complicated innit? Just to help you, we've produced a *YS* graph of the above figures. Aren't we kind!



FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	(2)	***Football Manager 2***/Addictive
2	(6)	***OutRun***/US Gold
3	(1)	***Daley Thompson's Olympic Challenge***/Ocean
4	(NE)	***Tracksuit Manager***/Goliath
5	(NE)	***Peter Beardsley's Football***/ Grandslam
6	(9)	***We Are The Champions***/Ocean
7	(7)	***Empire Strikes Back***/Domark
8	(RE)	***Ace Of Aces***/US Gold
9	(4)	***Target Renegade***/Imagine
10	(3)	***Roadblasters***/US Gold

BUDGET GAMES

This Month	Last Month	Game/Publisher
1	(1)	***Bombjack***/Encore
2	(9)	***Battleships***/Encore
3	(7)	***Gauntlet***/Kixx
4	(2)	***Airwolf***/Encore
5	(NE)	***Ace***/Cascade
6	(10)	***Frank Bruno's Boxing***/Encore
7	(NE)	***Steve Davis Snooker***/Blue Ribbon
8	(NE)	***European Five A Side***/Firebird
9	(NE)	***Yogi Bear***/Alternative
10	(NE)	***Rally Driver***/Alternative

GRUESOME GAGS

Q: What time is it when a Chinese man goes to the dentist?

A: Tooth hurty! (2.30 geddit?)

Thanks very much to **T'zer** for that puky pun! Don't call us we'll call Bernard Manning.

SPOT THE CRATER

Birrova zit-face are you? Reckon that the happening spot-cream is Oxy10? Wrong! Nope, for our money the 'in' cream for savage pimples is this stuff — Acnidazil. After all, as it says on the back of the packet, 'it may bleach dyed clothing', so it's serious stuff — the kind of stuff our boys could have used to stop the German advance in the Second World War. Make sure you don't accidentally rub your 'boat' on anyone's 'threads', though.





WIN

43,800 CHEWITS!!! (BLEUURGH!)

Wouldn't you spotty oiks like to get even more acne ridden? Thought so, which is why we're offering ten of you lucky readers 365 packets of Chewits each.

And the reason we're offering you all this lovely tooth decay is to celebrate Gremlin's new game called *The Muncher* which is licensed from those awfully nice people who make Chewits. Apart from the 3,650 packets of sweets, *(Chomp, chomp! Make that 3,649! Ed)* Gremlin is also giving away ten four foot high cardboard cut-outs of



The Muncher



Shane McGowan

The Muncher, a muncher badge *and* a toothbrush — 'cos you'll need it!

With 12 sweets in a pack each winner gets a staggering 4,380 sweeties in all so if they restrict themselves to half a day that's actually a 24 year supply.

Pictured here you'll see Shane McGowan, vocalist from The Pogues. Shane's on his way to the dentist (at long last, the chump), and is about to enter the surgery. You play the part of the dentist, and all you've got to do is imagine what, in your horror, your first words would be on seeing the state of his 'bouche'. Be as clever and/or witty as you want and then write it down in an empty word-balloon. Done that? Good, now cut out the coupon, stick it on a molar and send it to Give Us A Kiss — *YS* Compos, PO Box 320, London N21 2NB. Entries received after 31st of December 1988 will get the slow drill treatment.

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T'zers

- *The Race Against Time* has come to something of a bitter end, with Code Masters now said to be regretting its association with the charity event. This follows the news that Sport Aid Limited, the company behind September's sponsored race, is now a massive £2 million in debt. Code Masters could not give exact sales figures for the title, but it is now almost certain that it will not even come close to the company's original claim that the game would be the first million seller.

- Spanish software giant Dinamic has taken its first step towards domination of the British software market by signing a affiliated label deal with Electronic Arts. The firm, whose previous hits include *Game Over* and *Army Moves*, will begin its association with the American operation with the release of *Game Over II*. Other firms who are affiliated to Electronic Arts include Martech and Accolade.

- Christmas is normally a time for giving, but for once Ocean appears to have got things a little mixed up. This year's 'season of goodwill' will see a £1 rise in the company's prices, taking in *Operation Wolf, RoboCop, Wec Le Mans, Dragon Ninja* and *Guerilla War*. This hike is however only temporary — normal services will be resumed in the New Year.

- Gargoyle classics *Lightforce, Shockway Rider* and *Hydrofool* are the latest re-release games set to appear on the budget market following Hewson's acquisition of the three titles. The games will cost £2.99 each and will appear on the Oxford-based firm's Rack-It label.

- The Atari Corporation has granted Domark exclusive rights for the European development and publishing of all games on its Tengen label. The deal follows Domark's success in converting the *Star Wars* trilogy to the home micros, and is said to be a major coup for the British firm.

- Softek has picked up the Peanuts licence as you probably already know — but what you don't know is that the first *Snoopy* game should be out next year. Also watch out for *Artist II* on the +3 and a special game on The Edge label at Christmas called *The Garfield Surprise*.

- We'll be bringing you lots more hot gossip next month so until then start your own rumours!



Q: How many Rumanians does it take to change a lightbulb?
A: Three — one who knows how to unscrew a bulb, one who knows how to hold a ladder steady and one to keep an eye on the two dangerous intellectuals!

This month's offering on the theme of those photonic orb thingies comes from **Peterski Young** (of chart fame).



1 ***X-Men***/Marvel (now bi-weekly)
2 ***Punisher/Punisher War Journal***/Marvel
3 ***Stray Toasters***/Epic (graphic novel)
4 ***Excaliber***/Marvel (*X-Men* spin-off)
5 ***A.A.R.G.H.***/Mad Love (charity comic)
6 ***Hellblazer***/DC (usual demonic fare)
7 ***Swamp Thing***/DC (old squishbucket)
8 ***Haywire***/DC (new title)
9 ***Grendel***/Comico (mystical grimoire)
10 ***Next Nexus***/First (mini series)

Chart compiled by **David Tarafder** of Virgin Comics.

● Hmm . . . Lots of good mags this time, so let's cut the chit-chat and get on with the reviews. *X-Men* is top of the form again, and too right. I've been saying for months what a good mag it is, and I'm glad that some people out there are starting to agree with me. Due to the fact that it was selling so many issues, Marvel has taken the unprecedented step of making it a bi-weekly mag. Twice the sales per month and twice [illegible] work for the artists and writers . . . let's hope this doesn't mean half the quality!

[illegible], *Stray Toasters* is a great new graphic novel, which seems a bit like *Blood* to me. I can't understand a word of it, but it looks brilliant. The graphic novels are getting better and better now and if you haven't bought one before, this one will confuse the [illegible] out of you.

And now for something completely different. *AARGH* is a charity comic, and the name is an acronym standing for Artists Against Rampant Government Homophobia. The artists and writers have contributed their time and talents to the cause of gay rights, and what a fine comic it is too. Even if you don't believe in the cause, (shame on you!) it's still got all the best artists in the business, and it's published by Alan Moore's, Mad Love Publishing company.

DC's *Haywire* is an odd mag, and I'm not quite sure whether I like it or not? It's a sort of big green robot fighting with a whip-toting bondage clothed woman. Pervy, for sure, but oddly readable and fun. I'm going to try it a few times before I give my final verdict.

Finally, *Grendel* is still turning up in the chart, but this is understandable as it really is a first class cult comic. "A mean, moody comic," as Dave at Virgin put it, and who am I to disagree? What I can say is that my own personal choice this month is a mixture of the *AARGH* comic, DC's graphic novel *Batman — Son Of The Demon*, and a new release from DC based on the cult TV show, *The Prisoner*. This is a first class 'zine, and has all the makings of a hit. Let's see how it does in the chart next month! Okay, that's it, comix fans. Be Seeing You!

Phil South, Comic Ed.

Trainspotters Through History

A series in conversation with the world's greatest trainspotters

No. 89. Janet Street Trainspotter



"Hello. My name's Jannit Shtreet Pawta, an' I've got even more teef than the cog-shprockets on a 25 gear mountain bike. I'm not sure exactly how many there are, even my team of five crack SAS dentists has lost count, but you can be sure of one fing — when I open me mouf I find it pretty hard to shut it again. Knoworrimean?

'Ave yer ever done a tooth count on that James Coburn geezer? He may have a great deal more international fame than what I've got, but let's face it, I've got more square metres of enamel — and that's what counts when yer out there on the platform with yer parker, BOAC bag, note-book and pencil. I mean ter say — I've got sixteen incisors, an' that's just the shtart of it.

No one in the world can match me, chomper for chomper. Some people cite Esther Rantzen as competition, but in my opinion (and that's the one what counts) she doesn't even get off the starting line.

Cor. I don't half get through the toothpaste, though. You tend to when you have to apply it with an industrial floor cleaner. It costs me fousands of pounds every week, but it's worth it, innit? You can't afford to have unhealthy teef if you're a celebrity, like me.

Mind you, no-one sheems to remember how on earth I became a 'household-name,' in fact I can't really remember myshelf, but let's face it — with a gobful of pearlies like what I've got, who cares?

FISTICUFFS AT THE PC SHOW

The 1988 PC Show may be long gone, but a lot of the visitors are still nursing bruises, flesh wounds and shattered limbs if the reports filtering in from intensive-care units around the capital are to be believed.

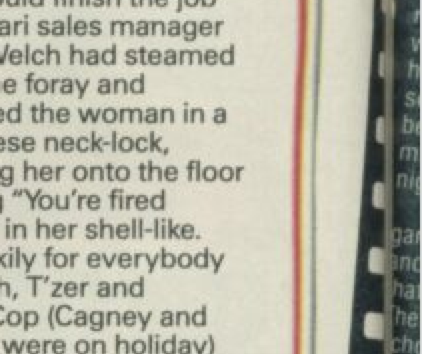
One mother took great exception to her son not being able to play one of the machines on the Atari stand, due to another lad 'hogging' the action for himself. Realising her pleas of "excuse me young man, it would only be polite of you to allow my son to partake in some of that wizzo enjoyment" were falling on deaf ears, she took a more direct approach and creamed the little blighter in the chops, inducing a rather bloodied nose. Before she could finish the job off, Atari sales manager Paul Welch had steamed into the foray and secured the woman in a Burmese neck-lock, hauling her onto the floor yelling "You're fired Dick!" in her shell-like.

Luckily for everybody though, T'zer and RoboCop (Cagney and Lacey were on holiday) were on hand to save the day. T'zers on the left!



STOP PRESS

Not many people know this (© Michael Caine), but Spanish motorcyclists occupy the top slots in both the world 80cc and the world 125cc championships. Being Spanish and all that, Dinamic has decided to celebrate this achievement by releasing a motorcycle racing game endorsed by a certain Mr Jorge 'Aspar' Martinez (one of the aforementioned champions). The game takes an above track view, and can allow a number of players to battle it out on all of the world's major bike circuits. All you bike freaks out there have plenty of time to practice, as the game isn't released in Britain until April or May of 1989, but until then here's a glimpse of the game's artwork to whet your appetites.



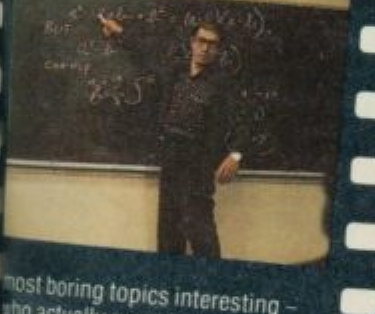
STAND AND DELIVER (15)

Edward James Olmos, Lou Diamond Phillips

So maybe you'll say that Smithie has flipped her toupee, 'cos she's about to recommend a film about maths. But this is more than two times tables, because crater-faced James Edward Olmos's ambition is to teach big game calculus to a classroom of Los Angeles no-hopers!

You may think your school is tough but in Garfield High the teachers wear full metal jackets to morning assembly. In fact the place is so run down the inspectors want to close it down for good! Not the ideal place for J.E.O. to start his mathematical crusade.

But did you ever have one of those teachers who could really communicate even the most difficult facts, who could make the



most boring topics interesting – who actually seemed to enjoy what he was doing? With Olmos as school master even I'd be back behind my desk. Somehow Sir manages to turn everybody's worst nightmare into fun.

Thrill as he coaches a group of gang members in higher maths, and takes them through an exam that most kids don't even attempt. Then, when they succeed the school inspectors accuse them of cheating, so they have to do it all again.

What makes *Stand And Deliver* all the more amazing is that it's based on a true story. Even though there are no car chases this is real edge of the seat stuff as Olmos and his class battle the system. Now, all together – nine times six is . . . err, where did I put that calculator?

THE SEVENTH SIGN (15)

Demi Moore, Michael Biehn

The first sign is an outbreak of special effects, such as a frozen city found in the middle of the desert. The second sign is weird things happening to perfectly ordinary folks like Demi Moore and Michael Biehn. And so on to sign number seven, which is nothing less than the Second Coming!

What do all these indicators mean? Ask soothsayer Smith and I'll tell you the trooth. Hollywood has remembered *The Omen* and mixed in a little fundamentalist hellfire and damnation to come up with a full scale apocalypse tomorrow. Seems that heaven has run out of new souls and as our world is so wicked nobody can be



bothered to refill the warehouse, so there's nothing left to do but sit around and wait for the end of the world.

But who is the stranger who takes the spare room over the nice young couple's garage? Does he really have the mysterious scrolls – or does he always walk that way? Could he really be a divine midwife, sent to make sure that Ms Moore's baby's birth – the last before the big bang – goes according to plan?

Lotsa questions, right, and I'm not answering any of them, so you'll have to read the signs yourself. Let me warn you that gore fans will be disappointed – see that fifteen certificate lurking up there? But if you prefer a more subtle slice of Hollywood hokum or expect the end of the world any day now – then sign up for this revelatory voyage into the Book of Revelation!

Spooky Dental 'Facts No. 1: The earliest false teeth ever discovered have been carbon-dated and are reckoned to be nearly 2700 years old. They were found in the skulls of remains dug up from the Etruscan Tombs. Brrrrrrrrrr!

Spooky Dental 'Facts' No. 2: In 1816 a tooth belonging to Sir Isaac Newton was sold to a nobleman for £730. Guess what the nobleman did with it though? He only went and had it set into a ring, which he wore constantly. Lucky for Isaac Newton then that (a) he had already 'cashed in his chips' and more importantly (b) was not still attached to the pearly. What a clot he would have looked.

Spooky Dental 'Facts' No. 3: In 1986 a rather silly American person called Rick Hofmann decided to prove he had the strongest bite in the world. Luckily for him another silly American had already invented a device to measure this on – the 'gnathodymometer'. Rick's score? 975 lbs. Cripes.

Spooky Dental 'Facts' No. 4: The most prolific tooth-puller of all time was Brother Giovanni Orsenigo – a 'religious' dentist from Rome. Between 1868 and 1904 he yanked out 2,000,744 chompers. Guess what he did with them though? He only kept them in his bloomin' bedroom – double spook!!!

Spooky Dental 'Facts' No. 5: Lost a tooth? Never mind, another one will grow, as you know. Oh dear. Had it knocked out in a 'tiff'? Well – that's your lot then, isn't it. Take heart though, cos the growth of a third set of teeth has been recorded several times, and one French geezer went on to score four (or as a toff-dentist would say, 'he achieved a fourth dentition').

TOP TEN 'GRAPHYS'

1. Orography
2. Lithography
3. Anthography
4. Anemography
5. Orthography
6. Ethnography
7. Cryptography
8. Cartography
9. Calligraphy
10. Bibliography

Have you ever played table-football (where you spin the bars to make the players kick the ball)? Didn't you just wish that the team members could travel back and forth down the pitch, instead of just performing demented somersaults?

Well, well, well. Just looky here — it's *Super Cup Football*, from Tomy. Not only can you now dribble the ball before shooting, but you can put the whole footie pitch in your pocket after playing a game (if you happen to have pockets the size of a copy of *YS* sello-taped onto a 4-slice toaster, that is).

. . . yes it is, with you and a chum taking control of the ten players and two goalies via little knobs (Oo-er) at either end of the field. The whole thing is driven by two small batteries, and pushing a knob forward will move the player it controls up the pitch, while pulling it back will bring him back down again. If you want to 'kick' the ball, it's a simple matter of twisting the knob (the player will do a pirouette, and the ball will go flying off the little bar sticking out of his left ankle). You really have to have fast reactions if you want to stop your pal setting up the old 'one two', cos the pace of this game is ace. Football was never so much fun — even the noise of the game has been retained, as the motors that control all the action operate at about 92 decibels. *(Yes, don't I know it! Ed)*

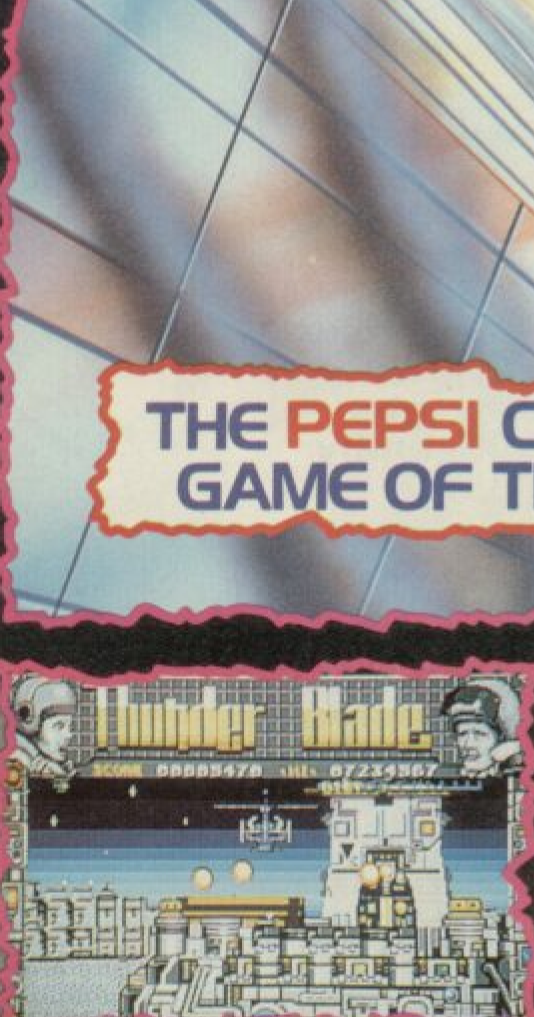


With the pitch, you get two kitted teams — one red (come on you re-eds) and one blue, and two unpainted pink teams for naked soccer romps (or you can paint them with your own team's colours if you want). You also get five balls, so you can get away with losing four before you have to start thinking of rolling up small pieces of paper and reminiscing about how good the original balls were.

Unlike the Table Football Games, Tomy *Super Cup Football* doesn't require you to feed it 10p every single time you play a match, but it is necessary to hand a shopkeeper 22 quid before you can play your first one. It'll then pay for itself after 220 games. What a result!!!

The meanest fighting machi







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DOUBLE D

Well strike us on the knee with a wibble-stick, we've done it again. We've surpassed ourselves. We're giving away so much stuff this month that we need two pages to tell you about it. It's just so absolutely brilliant, words almost fail us — but it'd be a bit tricky trying to tell you about the treat you have in store using sanskrit, so we're going to have to persevere.

Righto, lined up for you spec-chums this month we have TWO (yes that's right, two) totally complete (and totally brilliant) games: *Star Raiders II* from Electric Dreams, and a brillo shoot'em-up called *Qarx*, which has been written especially for *YS* by Greg Jackson. Good stuff, eh?... But that's not all. Oh no. There's also a very playable demo of Electric Dreams' forthcoming release *Skate Or Die* and as an audio 'treat', we've got the soundtrack from the arcade blast 'em out of the sky classic, *Afterburner*!! Still, enough enthusing, you probably want to know all about the bumper software in more detail. And who can blame you?

STAR RAIDERS

Celos IV, that peaceful star-system with its paradise planet of Teris is being invaded — by the dreaded Zylons, under orders from their sagacious leader, Chut.

Star Raider Commanders are in short supply — most of them have scattered throughout the galaxy — but now one is needed again, and guess who it is? Yup, you!

You've been given a souped-up mega fighter called the Liberty Star with which to stop the invasion. So off you go!!

You start the game in orbit over Teris and find yourself immediately under attack from Johnny Zylon. You're locked in a one plane orbit, so can only move to the left and right, although you can speed up/slow down. Get that trigger finger pumping and burn the aliens with your lasers. Done that? Right, this is where things start to get trickier — and a certain strategy element comes in. Pressing the space bar brings up a map of the star system.

There are several planets and moons to be visited and cleared of Zylons (presuming they've already arrived, that is), and also flashing sectors of cold space. These flashing sectors are the Zylon craft entry points into the Celos IV system, where the enemy can be intercepted and destroyed before they reach the planets. Hopping around between the entry points, planets and moons, cleaning up the enemy before they totally infect the whole system is the name of the game *(No it isn't, it's* Star Raiders II. *Ed)*, but you can sustain a lot of damage in the process, so it's just as well that you have Space Stations to visit. Here automatic repairs, refuelling and re-arming will be implemented — mind you, this takes up a bit of time, allowing the Zylon fleet to start to take hold again. There's only one way to deal with them permanently, and that's to hyperspace to their home system (the Procyon Star System — top left on the space-map screen) and engage in bombing raids over their three planets, taking out the attack bases where their fighter-craft are produced. Only in this manner will you be able to rid the universe of the heinous menace of the Zylons for all eternity.

Star Raiders II was a full price release last year, and we thought it was so bloomin' corky we gave it an 8. You can imagine the score it would have got if it was being sold at the price we're offering it to you (that's a measly 25p matey). Megagame? You bet!!!

THE AFTERBURNER SOUNDTRACK

Check out the *Afterburner* mega-preview in this ish and you'll see instructions on how to build your own pneumatic arcade cabinet. However, for TOTAL realism, you'll need this: the original arcade soundtrack. Whack the cassette in your hi-fi, turn the volume up to eleven (or as near to that as you can get it), jump in your personal cabinet, suck on the 'bean-tube' and wa-hay (you're away). Zoom city! Oh, and don't try loading this into your Speccy 'cos it's audio only — you clot!

FOLD

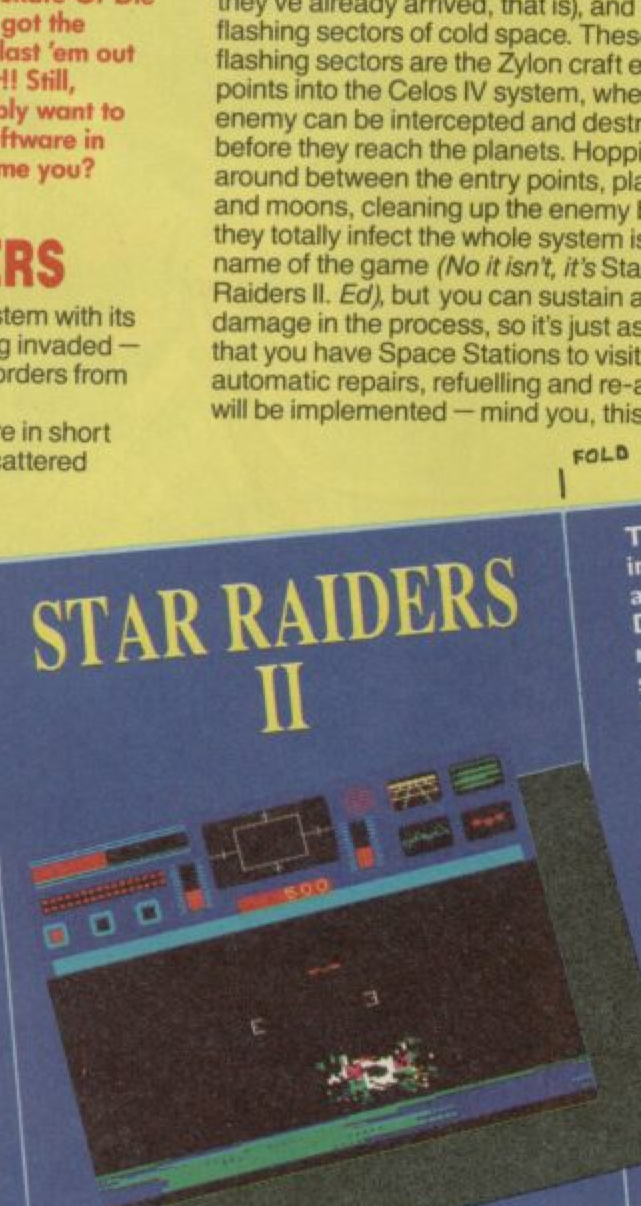
FOLD

CONTROLS

TAPE 1

YOUR SINCLAIR

STAR RAIDERS II



Side B: THE SOUNDTRACK FROM *AFTERBURNER*

The evil Zylon forces are intent on infiltrating your home Star System, and it's up to you to stop them. Defend your planets against the relentless onslaught, while at the same time ensuring the Zylons entry into your System is regulated. Using the System Chart, warp from planet to planet and keep the Zylons at bay, while watching out for damage reports from your ships' onboard computer. If the damage gets too bad, it might be a good idea to visit your space station, for emergency repairs rearming and refuelling (mind you, you might find that the aliens have destroyed your space-station, in which case you could try refuelling over the star Celos IV itself — a tricky business).

If you manage to find yourself with any spare time (quite unlikely), you ought to go on a bombing sortie to the Procyon Star System where you'll find the three Zylon planets. Pressing key 'W' switches from laser fire to ground fire, which is needed to destroy their land based factories.

EYS TWIN TAPES!

ECKER ISSUE

IT'S FANTASTIC!

TAPE 2

YOUR SINCLAIR

QARX

A fabulous shoot 'em up written especially for *Your Sinclair* by Greg Jackson.



SKATE OR DIE

A playable demo of Electronic Arts' new skateboard bash: Level one — The Downhill Race

FOLD

Qarx
Mr Blyte, the mild-mannered chemistry teacher turned mad-scientist, has planted nuclear bombs through various times in Earth's history with the aid of his time machine. It's up to you to destroy them!

Controls: All sticks catered for. Keys are redefinable.

***SKATE OR DIE* PLAYABLE DEMO**
Get from the top of the hill to the bottom of the hill in the shortest possible time, while performing the 'raddest' stunts you can think of.

Menu — *Cursor keys and ENTER*
Keyboard controls:
Q — *Up* **A** — *Down*
O — *Left* **P** — *Right*
SPACE — *Fire*

SKATE OR DIE DEMO

Skate or die, chum? *("Eeeer, I'd rather skate please." A YS reader).* Sensible decision — and we're going to give you a chance to do just that, in this playable demo of Electronic Arts' new skateboard bash. It's the first level of the game, and it's called the Downhill Race.

What you've got to do is to get from (A) the top of the hill, to (B) the bottom of the hill (downhill, you see).

On your way down the idea is to perform 'rad' stunts to gain a high score. If you want you can just saunter down the easy route at three feet an hour, but as you might have guessed, this kind of behaviour is particularly 'un-rad' and won't earn you a sausage, points-wise. At the beginning of the game you will be asked whether you want to play 'Goofy' or 'Regular'? This simply means whether you want the joystick to respond from your own point of view or the on-screen skater's (so, everything's reversed)?

Pressing fire and forward is a jump, fire and back is a duck while fire and left or right gives you a slide turn (a fast way to cut corners). Oh — and don't take longer than one and a half minutes to finish the course, or you won't get any bonus points!

QARX

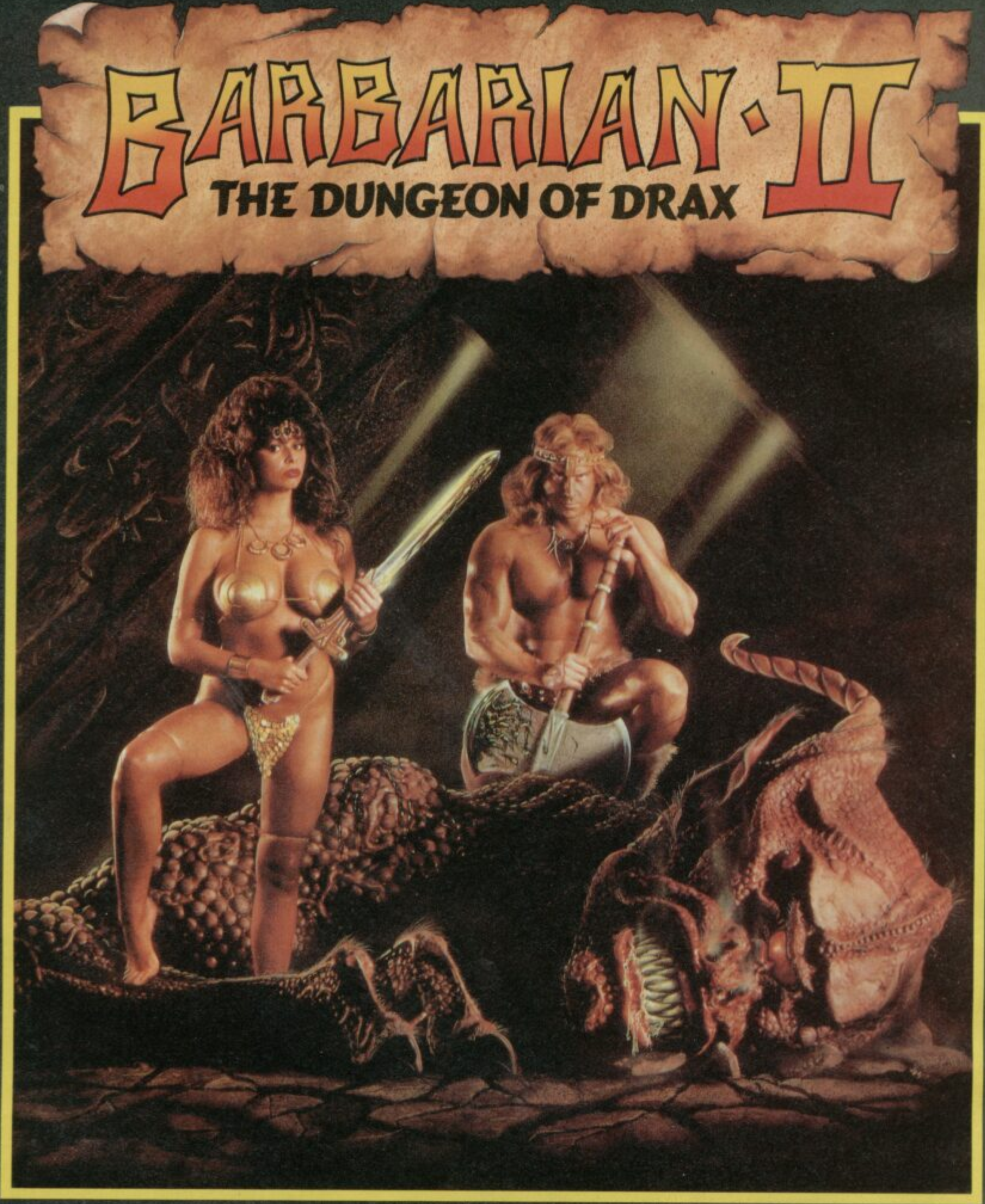
Reckon you're a bit of a dab hand at shoot 'em ups? Well, we can assure you that you're going to find them full (your hands you clot) with this baby. This game is an absolute exclusive for *Your Sinclair* — it's been especially written for us by fabbo programmer Greg Jackson, who's currently writing for Source (producers of *Samurai Warrior* for Firebird amongst other things). Greg is ever so slightly bonkers, as you can probably tell from his storyline:

"Mr Blyte was a fairly ordinary chemistry teacher; very strict and with extremely good pass rates — for many years he had been respected, indeed revered by his pupils and fellow teachers. But then came the class of '88 — a pack of rebellious lazy kids who ignored everything Mr Blyte ever said and promptly all failed their chemistry GCSE's. Mr Blyte cracked under the taunts of his colleagues. He turned his lab into a secret research station and slipped into the role of mad scientist, intent on the destruction of a mocking world. To further his aim, he invented a time machine which he used to deposit nuclear bombs over the Earth and Moon at different stages through time. He promptly publicised the news that the world was about to be destroyed simultaneously at lots of different times." *(Eh? Ed.)*

It's your job to do something about it. You're in control of a time machine called Qarx (hence the name of the game) and you've got to jaunt around the multiverse (leaving your footprints in the sands of time) and destroy all the bombs. In fact you've got to destroy everything — it's 'shoot anything that moves (and if it doesn't move shoot it anyway)' time. There are five levels to get through, but we reckon you're not going to be able to get much further than the third — unless you're the skillest person in the world, that is!!

TAPE TROUBLES

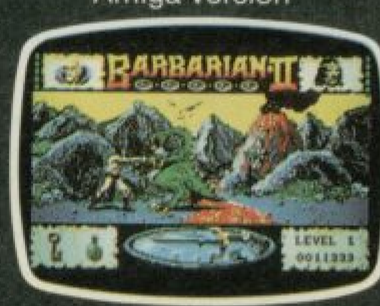
If your copies of *Star Raiders II*, *Qarx* or *Skate Or Die* refuse to load, send them in a large strong envelope to Double Decker Returns Dept, PO Box 320, London N21 2NB (making sure you enclose a similar stamped and self addressed envelope). Please don't phone or send your game to the office as we can't deal with the problem here.



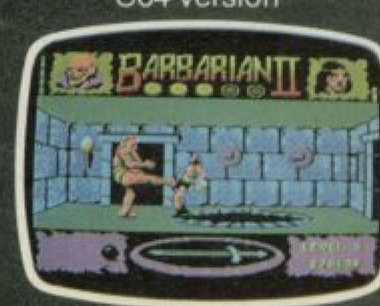
Spectrum Version



Amiga Version



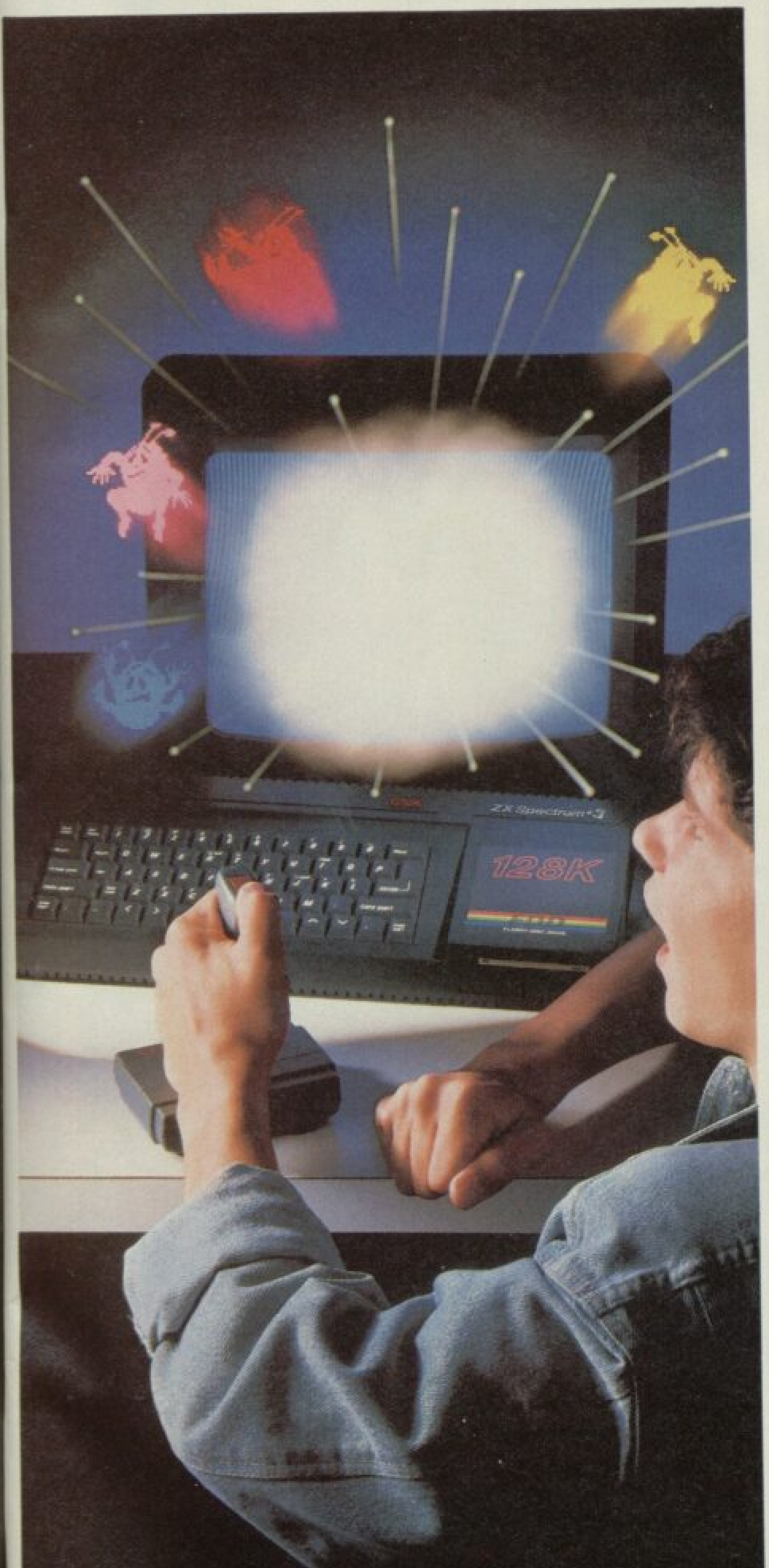
C64 Version



Check your local stockist for availability. In case of difficulty, available by mail order from: Palace Software, The Old Forge, 7 Caledonian Road, London N1 9DX. Send cheque or postal order for £9.99 (C64, Spectrum, Amstrad cassette), £12.99 (C64 disk), £14.99 (ST, Amstrad, Spectrum disk), £19.99 (Amiga) plus 80p P&P. Access and Visa holders telephone 01-278 0751. Subject to availability.

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CARRIER COMMAND



A-har me hearties! Admiral *Ciarán Brennan* pulls on his bell-bottoms (sexy!) and takes a cruise on Rainbird's *Carrier Command.*

Telecomsoft seems to have a bit of a reputation in finding 16-bit titles that can't possibly be converted down to the Speccy — and then doing just that! First there was *Virus*, which astonished almost everyone who saw it on the Spectrum, and now there's the equally complex *Carrier Command* – Realtime Software's massive 3D shoot 'em up/strategy game for maritime warfarers. (Aye, Jim Lad.)

The packaging is up to Rainbird's usual high standards, incorporating a fact-packed booklet which introduces the story and gives a brief outline of the game's major functions and objects. It also gives you a telexed message explaining your brief.

THE MISSION

DATELINE: June 4th 2166 SUBJECT: Southern Ocean Development

STATUS: For Your Eyes Only

Further to our previous conversation, it has emerged that ACC Omega has been reprogrammed by the outlawed Stanza organisation. It is now inevitable that this advanced carrier will attempt to invade and destabilise the vital Gamma Base island chain.

Commander, as you already know, this island chain is vital to our military and economic strength. It is therefore imperative that you take charge of the ACC Epsilon and put an end to this scheme by any means at your disposal.

Your ship has been specially equipped with a newly programmed computer virus which will allow you to take command of any island which the Omega has already invaded. This, combined with state of the art Manta fighter and Walrus amphibious craft, will shorten the odds in your favour. But remember Commander, the Omega is also a highly-developed aircraft carrier and Stanza will stop at nothing to overtake this archipelago.

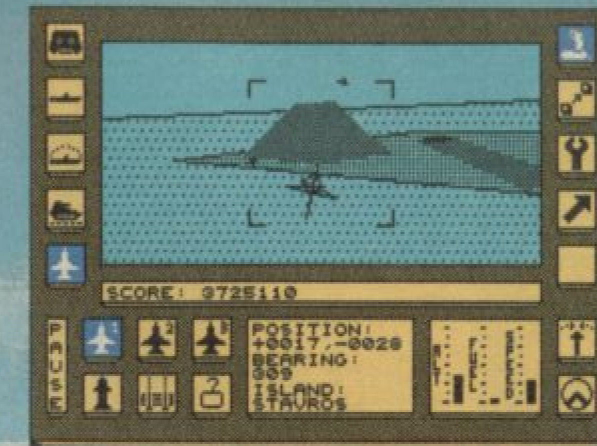
From here on the strategy is in you hands. However I would suggest that you avoid an initial confrontation with the Omega and instead concentrate on a policy of island colonisation and the cutting of supply lines. This will serve to weaken the opposing craft and strengthen our position in the inevitable confrontation.

Good luck Commander-from here on you're on your own... End of message...

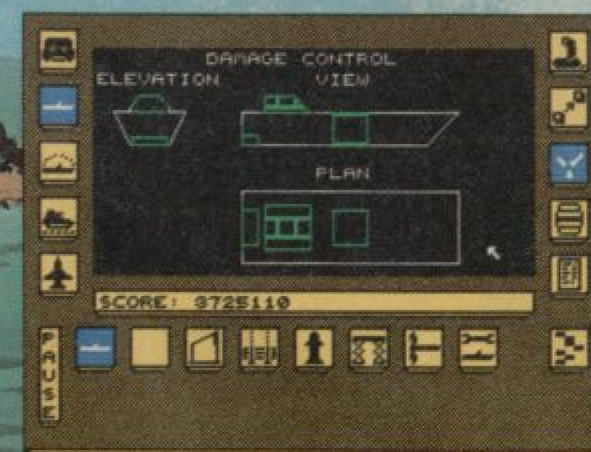
And that's the essence of *Carrier Command*. Taking the helm of the Epsilon, it's your task to take control of 32 islands. Along the way it's necessary to set up supply lines, defence bases and resource islands to help you stay afloat and achieve your ultimate aim of destroying the Omega.

Commanding the Epsilon is a demanding job – it's not just a case of tugging on the joystick and watching where the bow points. There are supply levels to be maintained, repairs to be carried out and strategies to be devised. Most of these commands are icon-driven, with each selection leading to a number of sub-levels and duties to be carried out.

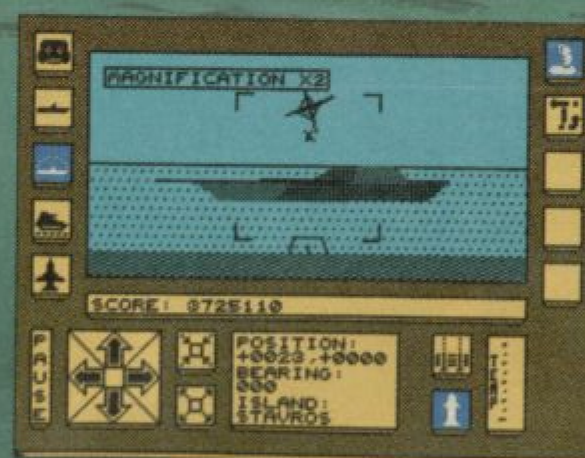
This probably gives the impression of a slow moving brain-blender (and there are sections which require a lot of thought), but if you really want to you can always just play around with the joystick – sailing around islands, flying one of the ship's three Mantas or attempting a landing in an amphibious Walrus.



Manta 1 takes a pot-shot at the command centre on island Stavros. Simple innit peeps?



The Damage Control screen shows the automatic repair cycle being carried out – the white sections are currently under scrutiny.



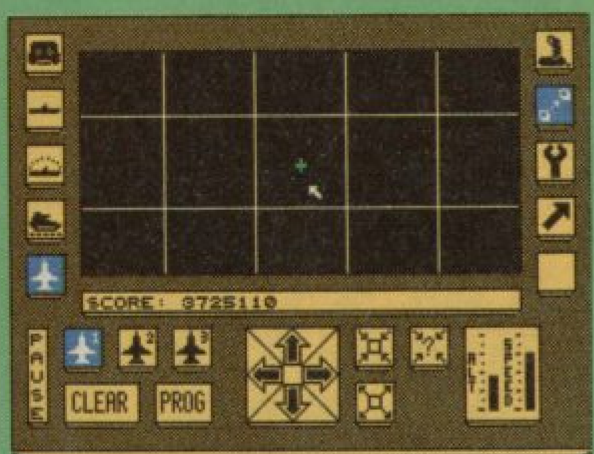
With the Omega in sight it's time for some real fireworks to begin.

Damage is sustained throughout the campaign, so repairs should be carried out from time to time. They can be carried out automatically, but you'll still have to attach priorities (Low, Medium or High) to each of the ship's components.

It would take me forever to list everything in this game so I'm not going to, but that's part of its beauty – there's so much to see, learn and do that you'll probably never tire of it and remain sailing the seven seas forever like some kind of computerised Marie Celeste. They said it couldn't be done – but it was, and I for one am mighty grateful. Go splice the mainbrace and find out for yourself!

FAX BOX
Game .... *Carrier Command*
Publisher .... Rainbird
Price £14.95

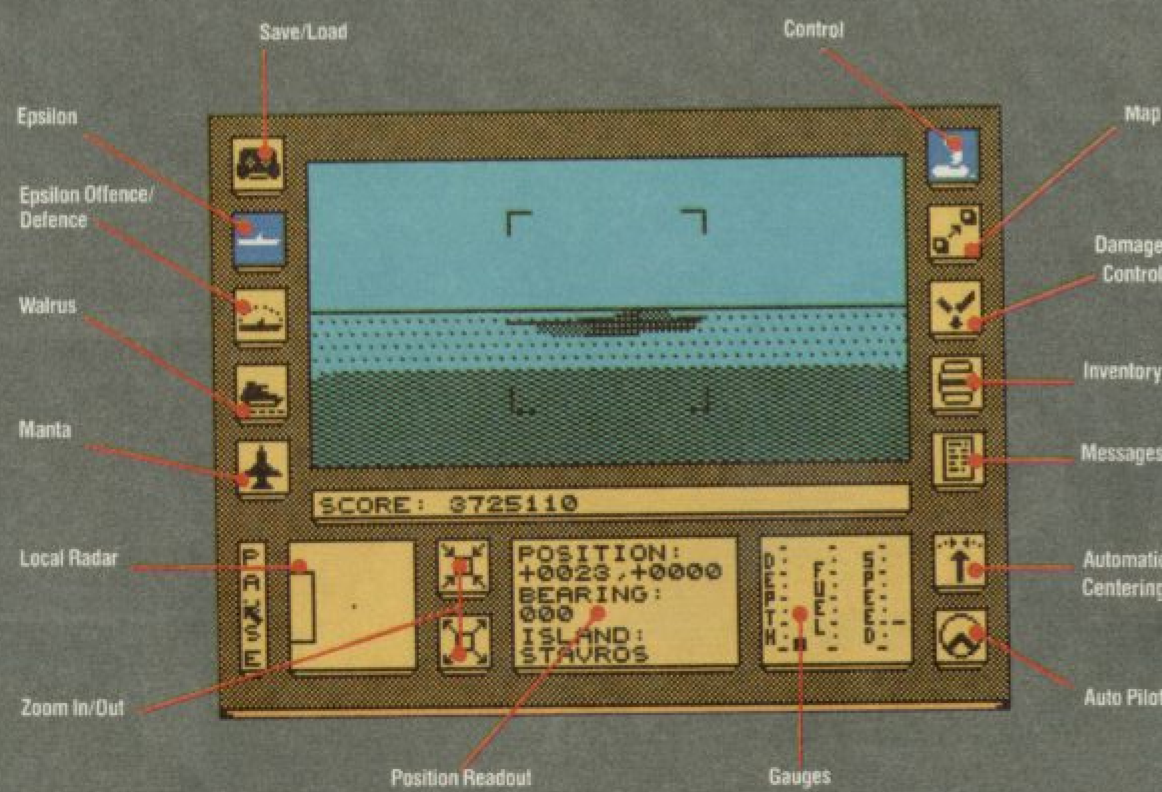
ZOOM!



And let's take a closer look at that – the zoom feature can pinpoint single islands in a matter of seconds (the small white rectangle beside Stavros is the Epsilon and the arrows below it represent the circling Mantas).



GET ON BOARD



Save/Load – If you're completely crap or just lack staying power this allows you to save your current position to tape (or disk on the +3 version) at any stage.

Epsilon Control – (Shows up blue when activated) This governs the carrier's normal operational functions – either control it yourself or put it on autopilot while you go off to make a cuppa.

Epsilon Offence/Defence – Click on this to mount an attack by operating your deck-mounted missiles and satellite defence drones.

Walrus Control – No it's not an ugly sea lion! (Arrrfff! Arrrfff!) It actually allows setting up, maintenance and control of any of the Epsilon's three amphibious landing craft. This can be done manually or on auto.

Manta Control – Similar to Walrus Control, this icon governs the three onboard aircraft which are laden with weaponry and viruses. Just set the course to mount an airborne attack.

Zoom In/Out – Don't squint! Buy a pair of glasses or click on this to get a closer view of whatever looms up ahead.

Auto Pilot – Lazy blighters can always switch to George to automatically control the Epsilon, Mantas and Walruses when activated.

Communications – Keeps in touch. Messages flash up on screen giving details on the state of your carrier such as how many islands you've taken over, your fuel, your drones and Mantas.

Inventory – You'll need to keep up to date on your stocks of fuel, weapons and tools if you want to keep your hull above water.

Damage Control – If your ship's come under a heavy barrage of fire you can instantly repair (manual or automatic) its damaged tender bits. Assess the damage and apply high, medium and low priority of repair of components.

Map – Got lost? Here's a full-scale map of the entire island chain which displays all craft and islands.

Control – (Blue when activated) Allows you to switch to manual control of highlighted craft by using joystick and keys.



MANTA REFIT

Weapon Selection System – Select this to flick through the ship's weapons system (+ for forward, – for back and × for remove). There's a whole host to choose from including lasers, rockets and Bob Holness' smile!

Individual Fuel Gauge – This monitors the fuel level for each individual Manta. Keep it topped up if you want to stay airborne.

Manta – Put out your empties! Here your Manta awaits weapon fitting (white squares represent empty weapons bays).

Deck Shift – Most of the time during play, the display is below deck. To launch a Manta after you've fitted it with weapons you must shift the display to the main flight deck. Chocks away!

Transport – Select this icon to lever fitted Manta to and from the flight deck.

Weapons Data – Gives all-important info on selected weapons, including numbers and weight (important knowledge, as an overloaded Manta will not take off).

Letters

WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.



WICKED PROSE

I've written a poem about you lot at YS:

There is a mag called *Your Sinclair*,
That makes the old go even wrinklier.
The reviews are so hip and cool,
And the covers always make me drool.
And now it's a grand farewell I bid,
To buy another YS cos it's only a quid.

Peter McCallum
Craigshill, Scotland

PS Please don't print this letter cos it's crap!

'Sinclair' rhymed with 'wrinklier?' Are you quite sure about that? Anyway now for a limerick.

There was a young man called McCallum,
Who had an affair with a salmon,
Until one day it died,
So he had it deep fried,
And sold it with chips out in Balham. **Ed**

PS Yes, it is a bit, isn't.

SCREW YOU!

I've read something in YS about correcting my cassette deck with an azimuth alignment program and a screwdriver. However, I don't know what the program is so I would be very grateful if you told me.

Andrew Lathbury
Totton, Southampton

It's an azimuth alignment program that you use with a screwdriver for correcting your tape deck! **Ed**

WAKEY WAKEY!

First of all Ed (you gorgeous hunkette), what the ‹&,*$%› is a NEANDERTHAL (see mega preview of *Barbarian II*). And another thing, when on earth will Boots and Smiths start stocking *Psycho Pig UXB*? This game looks cool, and I would gladly part with my hard earned dosh.

Oh, and another thing — I predict you will snuff it soon if you don't stop sucking that bleedin' pen you always have in your gob in the picture on the Letters page. In fact, if you don't change the picture I may even be forced to start buying other magazines. Now you wouldn't want that, would you?

Carl Wake
Dewsbury Moor,
Deswbury.

A neanderthal describes you! You're right — Psycho Pig UXB is really sausagey but Boots and Smiths squealed at the thought of selling it as they reckon it's offensive. And in answer to your final question — what would you prefer me to suck? On second thoughts don't answer that! **Ed**

SHOCK, HORROR PROBE

STAR LETTER

Aggggggggghhhhhhhhh!!!!!! Why!!!!!!???? Why!!!!????? You've gone and done it again! In the second letter about my private life (soon available on CD) you went and invited some of my 'friends' to write in about their interpretation of my 'goings on' (Oooo-er!!!). Well, in true fashion, Simon Westaway alias Lorenzio the unlucky woodchuck obliged and told all!

I'm sure none of the other readers want to know, so stop printing my life story! Oh, and another thing! Why on earth (or on any other planet for that matter) did you give him the Star Letter? How unfair! If anybody should get anything out of this it should be me!! You don't know the meaning of depression until the whole of your school is laughing at you!

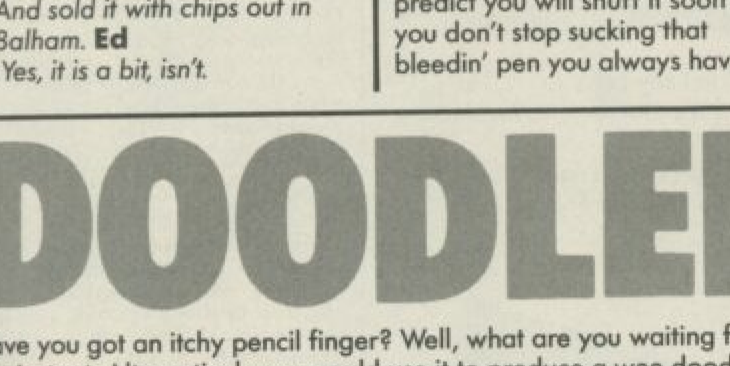
Rob Moorman,
Plymouth, Devon

Well, why not? It's so much fun. And I'm sure all our readers want to hear the dirt being dished on your private goings on, but I promise I won't ever mention hedgehogs, Lisa or Siobhan again, well probably not. I am sorry to hear you're depressed though (I hope it's not because of Siobhan) so to cheer you up I'm sending you three new games for being the Star Letter winner. I knew you'd sell your life-story in the end! **Ed**

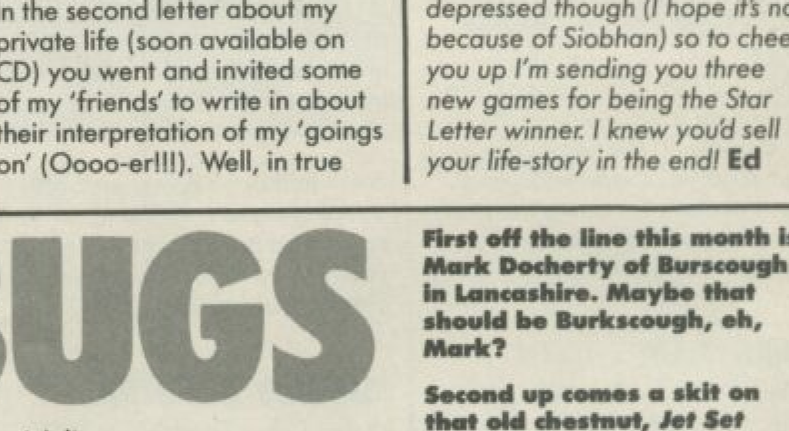
DOODLEBUGS

Have you got an itchy pencil finger? Well, what are you waiting for —scratch it this instant. Alternatively, you could use it to produce a wee doodle or cartoon (in black ink please) which you can send to us at Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. You could win yourself a steaming hot new game if it gets printed.

First off the line this month is Mark Docherty of Burscough in Lancashire. Maybe that should be Burkscough, eh, Mark?



Second up comes a skit on that old chestnut, *Jet Set Willy*. It's from Leonie and Alex Lord of Cheltenham. What is the last frame all about, though???



Letters

ONCE UPON A TIME...

The story so far...

The Ed has discovered that she is being made redundant and that Pete Shaw is going to be the new editor. Drastically she summons up all her old cronies to assist her (Dame Edna to name but a few).

'First thing to be done is to do Pete in.' Says Ed, 'Arsenic will do nicely.'

(Cronies all exit).

Enter David McCandless.

'Oh, I see, you're back to gloat are you?' screams Ed.

'No,' replies David, 'I've come to help you. What you need, is a bit of advice. You've got to bump Pete Shaw off.'

'I've already seen to that' says Ed.

(Cronies return with bottle and captured teas-made).

'You'll never get away with this.' wails the teas-made.

'Course I will. Pete Shaw will never suspect anything. The tea will be laced with a deadly poison! Cronies — fill her up'.

(Too late — teas-made escapes).

Oh dear. Has Ed been rumbled? Will Pete snuff it? will the price of tea go up after this?

The answer to all this will be revealed (and more).

The Phantom Pen Writer

Peter will turn into a teapot. The Ed will get loadsa money. We'll all start doing the jiggle, dip, dunk and you'll start receiving much acclaim for being the best international playright since sliced Alan Bennett. **Ed**

HARD EDAM

When I was reading *Your Sinclair* (Dec 87), I saw Star Tip number 7. I thought "Ha, now I can use my own sprites and let them jump up and down on my screen".

I started typing, but when I got to line 65368, the program crashed.

I was very angry and hit my computer hard. Now my fist is broken and so is my computer.

Why did the program crash while I was typing it in?? Please explain.

Martyn de Jonge
Hillegom, Holland

PS You owe me a new Speccy, I'd prefer a +3.

The first casualty of hitting computers is the fist. The second is the computer. It's one of those unwritten laws that everybody knows about — (or discovers for themselves like you did). I don't know what made the computer crash (although it was probably a typing-input error), and no, you can't have a +3, but I will send you a shiny YS badge for you to pin on your bandage. **Ed**

THE WONDERFUL WORLD OF THE SPECCY

Every month we invite readers from other parts of the planet to write in and have the wee-wee taken.

MISTAKEN IDENTITY

Good morning. Please send me free brochure. Goodbye. Thank you.

J Culling
âOsice, Poland

I beg your pardon! YS — a brochure! I think you should've written to another magazine with the word Sinclair in the title! **Ed**

RATHINGS

Rathings!

My *YS* Rathings:

Doodlebugs — 9, Letters — 8, Trainspotter — 7, Small Print — 10, Leave The Stage — 10, Previews — 9, Posters — 10, Covertapes — 8, Tipshop — 9, Dr Berkmann — 9, Pitstop — 7, Startip — 8, Input/Output — 9, The Mag — 10.

Overall — 99999. (So *Your Sinclair* is the greatest).

A. Adema
Haarlem, Holland

Well, thanks very much old bean. Though I do think you were a little stingy with the marks. **Ed**

KUALAR LUMPUR

Just thought I'd drop you a line and inform you that your magazine has got fans on the other side of the planet too. I've heard that *YS* is even hailed in Greenland and all the way south to the Antarctic. Scarey isn't it, to think that people buy *YS* even though they don't have a Spectrum. What's the world turning into?

Keep up the good work, and you'll be doing the world a great service if you post me a badge.

Amran Hassan
Kuala Lumpur, Malaysia

PS What's the baud rate of a Brother M-1009 printer?

Fans in Greenland eh? I knew we had some on Uranus but not in the arctic circle. We'll always do our bit for the world (eat your heart out Superman) so here comes your badge. **Ed**
PS I've absolutely no idea.

OSCAR'S WILD

Hello Teresa. My name is Oscar. I'm a 19 year old student and Speccy owner. Also I've a Timex Sinclair 2068 (the American Speccy). Congratulations for your fantastic magazine (the best for Speccy).

Oscar Eugenio Macia
Capital, Argentina

PD I'm sorry if you don't understand, my English isn't very well because I just study it since three months ago in I.C.A.N.A. (Instituto Cultural Argentino *Norte Americano*).

Hello Oscar! Sorry to hear your English is a little unwell. But it's not half as ill as my Portuguese! **Ed**

BLIMMIN' DREDDFUL

It's me! Robot Dredd! The 5099 million year old Class SDXII Battledroid. You might have met my cousin R2-Detour. I have a few comments about your reviews and reviewers. Print this or I'll send my Intergalactic Hatstand Yibble-Yibble Paratroopers to annila, to anniliat, er, to destroy Castle Rathbone!

1) Your review of *Swordslayer* was unfair. It deserved at least eight. (The game, not the review, you gormless dorks!)
2) Only trust Macca's (sounds like a game of football crossed with a raincoat, dunnit? — Mac, soccer — oh forget it *(We have. Ed)*) reviews.
3) Oh, trust Duncan's as well.
4) Put colour into the budget section.

T.T.T.F.N. (Ta ta then for now)

Robot Dredd XXIX
Maidstone, Kent

PS Can I say hello to... *(No! Ed)*
PPS Mike Gerrard, ta for the tape.
PPPS Ya haven't heard the last of me! Slundig Vur Thrigg!



1) You can't please all of the people all the time!
2) Keep dirty raincoats out of this.
3) I wouldn't trust Duncan as far as I could throw him!
4) Certainly not!
And that's all I'm at liberty to say.
Ed

YS HORRORSCOPES
By Madame Pico

Aries
(Mar 21 – Apr 20) Quite a good month for picking a fight with Mike Tyson. But it might be a good idea to be wearing clean underwear – just in case the planets are playing one of their occasional 'pranks'. Lucky long-legged scarey arachnid – the Banana Spider(!).

Taurus
(Apr 21 – May 21) A brilliant time for annoying people by saying 'I know' to everything – 'Hey, I saw a brilliant film last night', 'Yes, I know you did', or 'Wow, I've just had an incredibly brilliant idea!', 'Yes, I know you have.' Lucky *Blue Peter* presenter – Gloria Hunniford's daughter, Thingy.

Gemini
(May 22 – Jun 21) Not the best month for sitting quietly on rubber chair covers while wearing scuba-diving equipment. In fact it's a bad year for it in general. Wait till after Christmas. Lucky internal body-organ of a quiz show host – 'Bob' Holness's spleen.

Cancer
(Jun 22 – Jul 22) Oh dear, you 'crab' folk are in for a bit of a rum time this month. It seems that the 'free' gift you find in your packet of breakfast cereal is a large gold ingot stamped with the legend 'Brinks Matt'. The mystery of why the carrier-bag handles snapped at the supermarket is solved. Unlucky people to find at your front (or back) door – CID officers.

Leo
(Jul 23 – Aug 23) An absolutely brilliant month for being absolutely brilliant at everything (as usual). Lucky motorbike – the Benelli 6-cylinder 750.

Virgo
(Aug 24 – Sep 23) A great month for making miniature plasticine models of dinosaurs, immersing them in water in the ice-cube tray, and plonking them in the freezer for an hour. Unlucky member of Stock, Aitken and Waterman – Pete Waterman.

Libra
(Sep 24 – Oct 23) A good time of the year for having lucky things. Lucky transparent material made from sand – glass; lucky gap – the one between Tarby's front teeth; lucky petrol/oil mix ratio for a Yamaha 50 two-stroke non autolube moped – 16 to 1.

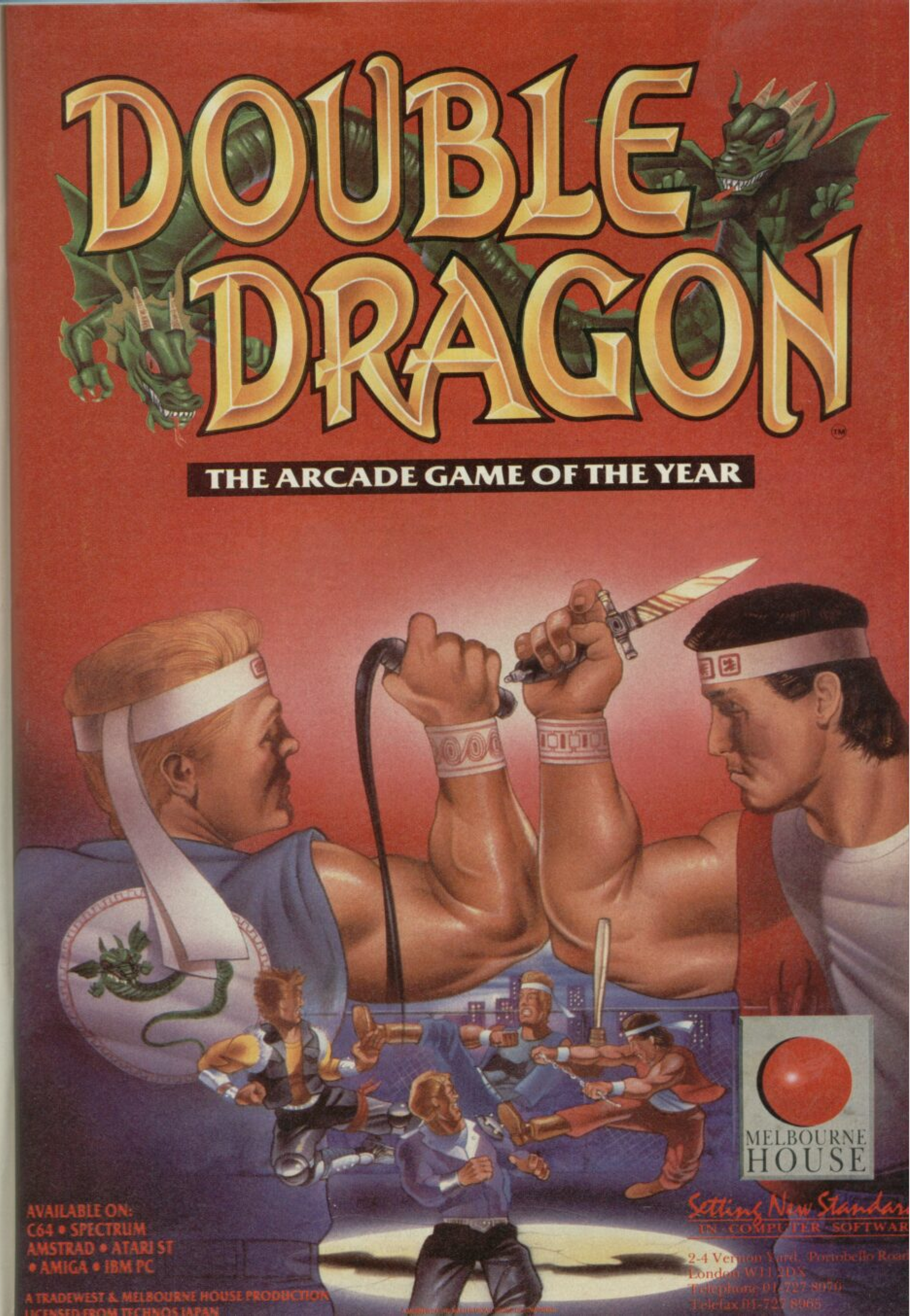
Scorpio
(Oct 24 – Nov 22) Thanks to the appearance of Turfa (the Garden Planet) in your sign, you will find that long lost flymo-spacer welded underneath your next-door neighbours Cortina. Your lucky man-servant character from *Thunderbirds* – Kyrano.

Sagittarius
(Nov 23 – Dec 21) Potato-larks for you engine archers this month. Salt water is the best remedy. Lucky large-scale producer of brine – the Pacific Ocean.

Capricorn
(Dec 22 – Jan 20) More attempts to break into the advertising world, this month. Your suggestion that 'Joe Public' is sophisticated enough to be told the truth goes down like a damp squib. Lucky steak and kidney pie manufacturer – Fray Bentos.

Aquarius
(Jan 21 – Feb 19) Jumping on the Capricorn bandwagon, you will submit the following slogan: 'The Gillette G2 – the first blade cuts you deep, the second blade cuts you deeper still!' Don't expect a reply. Lucky member of the Rainbow team – Geoffrey.

Pisces
(Feb 20 – Mar 20) Yellow things will cause nothing but problems for you fish people this month. Unlucky business and commercial telephone directory – the Yellow Pages.



DOUBLE DRAGON™
THE ARCADE GAME OF THE YEAR
MELBOURNE HOUSE
AVAILABLE ON:
C64 • SPECTRUM
AMSTRAD • ATARI ST
• AMIGA • IBM PC
A TRADEWEST & MELBOURNE HOUSE PRODUCTION
LICENSED FROM TECHNOS JAPAN
Setting New Standard
IN COMPUTER SOFTWAR
2-4 Vernon Yard, Portobello Road
London W11 2DX
Telephone 01-727 8070
Telefax 01-727 8965

Letters



WHY OH WHY?

Many a day has passed when I have wondered why I actually purchased my Spectrum +3. Was it because I wanted to play games and word-process or was it because I wanted to mess around with silly retailers saying that the thing just doesn't work (which has been the case)? I thought hard and came up with the idea that you helpful lot over at YS might help.

So (I am now going to plead). Please please please would you print a few lines on the good points and the bad points of the +3?

Oliver Wedgewood
Chertsey, Surrey

Good Points: You can load games quickly.
Bad Points: We haven't got enough room here. **Ed**

CHILBLAINS

A number of points have come to my attention over the past few months.

1) In the September ish you asked why Clive Sinclair called the C5 the C5. It is in fact a competition. If you see five of them you win a brand new one. Not many people have accomplished this and even fewer have claimed their prize. I'm still after my first sighting.
2) How come I never have any of the games that have POKEs printed for them?
3) *YS* badges are very similar to buses in two different ways: (a) they are red, and (b) I waited about four months for one, about three months for another and then they both arrived at the same time.
4) If you had big ears (as illustrated) you would look like Bugs Bunny.
5) Your competitions are too easy.
6) When (eventually) you go up in price, will you put 'not a pound anymore' on the cover? That should keep you thinking for a few years.

Karl Bunyan
Langworth, Lincoln
PS Isn't my handwriting scruffy!

1) Look in your mum's sewing-box.
2) Seeing as we've just run the most comprehensive list of POKEs for every single game that's ever been released, I can only assume that you haven't actually got any games.
3) They're also a bit like helicopters. (Work that out if you can).
4) So would you.
5) And you're complaining? Maybe one day we'll run one that's just soooooo hard...
6) By the time YS goes up in price, all the other mags will read 'still under a tenner'. **Ed**

OY YOU JIMMY

Just a small note to ask why everyone who writes to the mag is so rude and discourteous in declaring the games they want you to send them. Most people write a list and demand they get it. I would never give anything tc someone who didn't ask nicely.

James Egerton
Stockton, Cleveland
PS Mine's any decent RPG for the +3.

I agree with you — not enough people these days know what good manners are. Still, having said that we only give games to the Star Letter winner and to win that you've got to be witty, clever and informative. Sorry but you're not! Try again!! **Ed**

BEAR-LY CREDIBLE

It has recently been brought to my tenshun that *YS* is the best mag in the world and that all the others are totally rubbish (nah't I mean), especially, erm, that one with the teddy bear. I think it's even coined one of your 'phrases' — you know the one — 'No. 1 for Spectrum games!!'

I mean, they could have changed it a bit to perhaps 'the best for Spectrum games', but fancy using the exact same words, just fancy!!

Now, about L. Geary's point — the one about the screen full of trash. I don't know why, but the trash is different according to what the computer is told to print. Try replacing line 10 with: 10 PRINT 'B'.

While fiddling with my +3 one day I also noticed a rather interesting thingy: when you see the SCROLL! message at any time, try pressing TRUE VIDEO or INV VIDEO and you will see that the screen scrolls twice and the scroll message appears in the wrong place!! Cor, mega wow.

Anyway, make sure you keep on putting those jolly spiffing 50p games on the cover and the mag will remain just as wicked as it is now!

Neil Kingham
South Woodford, London

Well, they do say that imitation is the sincerest form of flattery and we can't all have original flashes of inspiration all the time. As to your other points — what a load of garbage! **Ed**

T'ZER TEASER

Ha, I've finally worked out what T'zer means — it means 'it's her'. Here's how I worked it out...

IT'S HER
TIZ HER
TIZ'ER
T'ZER... brilliant!

For being skillo, please send me a 128K +2 because my rubbery buddies keep failing.

Adrian Hiley
Sheffield, Yorks

Okay, clever-clogs, try changing banana into skewer in four goes. Oh, and the reason your keys are a bit scruffy is because of a faulty 'mat' under the keyboard (the transparent one with wires in it). It simply needs replacing, and is very cheap to buy. That means you don't need a +2 at all, so we won't send you one. Aren't you lucky? **Ed**



TRAINSPOTTER AWARD

COFFIN MISTAKE

I feel you have made a grave error on your part and so I duly claim my award as a Trainspotter. On page 106 of the September ish of your mag the statement was issued that 'We'll be back to normal next month.' I would like to point out that one cannot return to normal if one has never been normal in the first instance.

Still, how can one be normal and still produce such a top 'ole magazine?

Jo Leader
Royal Tunbridge Wells, Kent

Don't ask me? Would you mind removing my strait jacket now Nurse Snout because I'm about to turn into an antelope? Your award will be arriving disguised as a postman (worra laff)! **Ed**

SMALL PRINT

Ho ho ho. Hello kiddies, I'm Father Christmas and I'm keeping all your prezzies, so bog off you irritating little phronks. Ho ho ho.
Leigh Loveday
Port Talbot, W. Glamorgan

Ho ho ho. I asked for a 14 mega-ton nuclear time-bomb packed with unstable isotopes this year. Ho ho ho. **Ed**

I want a badge!!!
Mutusalem Marques
Lisbon, Portugal

Is T'zer a cannibal?
Dunham Up
Cascais, Portugal

Not at all. It's a vicious slur. (Now, where's that patella gone). **Ed**

If you give the star prize to Bonnie Langford, I'll scweam and I'll scweam and I'll scweam and I'll scweam!
M. Davies,
Heywood, Lancs

You realise you've blown it, don't you — this months star prize was a one way ticket to Bolivia. **Ed**

KINDLY LEAVE THE STAGE

Every month we ask you to send in your crappy jokes. Every month we regret it, but print them anyway. This months dire duo come from (respectively) **Peter Bishop** of Ely, Cambs and **Scott Sutherland** of Castlemilk, Glasgow.

Q: What do you call a blind deer?
A: No idea.

Q: What do you call a blind deer with no legs?
A: Still no idea.

(and as if they weren't bad enough...)

Q: What game do vegetables play at parties?
A: Pass the Parsley.

Groan. Hardly deserving of badges, but that's what they win. And so could you. Just send in your truly awful gag to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. Oh, and here's a crap joke courtesy of us...

Q: What's green and hangs around in hospital corridors?
A: Mucus Whelby M.D.


EXPLODING
FIST +
Commodore 64 screen shots.

Oiii!!! All me albums are scratched!

But never mind, cos you can win (win win)!
- **A truly miraculous Sharp CD Hi-Fi System (worth 300 quid)**
- **25 copies of *Human Killing Machine,* Go's fabbo beat'em-up!**

"Get out of my way, I'm in a seriously bad mood!"
"Oh dear, what's the problem mate?"
"I'm not your 'mate', and shut yer mouth!!"
"Oh no, you haven't got 'sound-system' problems have you? I know how you feel, believe me. I've just discovered sand on all my records — all my albums and singles are totally scratched to pieces. It must have happened when I had that beach-party last month and made the mistake of stacking all the records sleeves with the opening facing towards the wind (and it was quite a windy evening. I can tell you)."
"I told you to keep your mouth shut."
"Oh, I know, but the sand's got everywhere. It's clogged up my stylus, it's slipped down into my tuner making the tuning-dial go all scrunchy, and some of it's even got into the cassette deck."
BIFF! "You were warned!"
"Groan!"

Blimey, that's a worrying tale. Annoying passing streetfighting fellows with stories of your dicky stereo equipment is probably not the best idea in the whole world. Wouldn't it be great if you had the kind of set-up that was 'dicky-proof' — a spiffo Compact Disc system for example?

Well you could win one!

Cos jiggle our wibbly bits if those smashing folk at Go! aren't going to let us give you one (Oo-er). A Sharp CD sound system that is! It's got a Disc Player, a tuner, a double cassette deck and a pair of meaty speakers to boot. So now you can to wow at the fullness of compact disc sound. It's absolutely brilliant and worth loads of spondies.

And for 25 runners-up we're offering copies of Go's! *Human Killing Machine.*

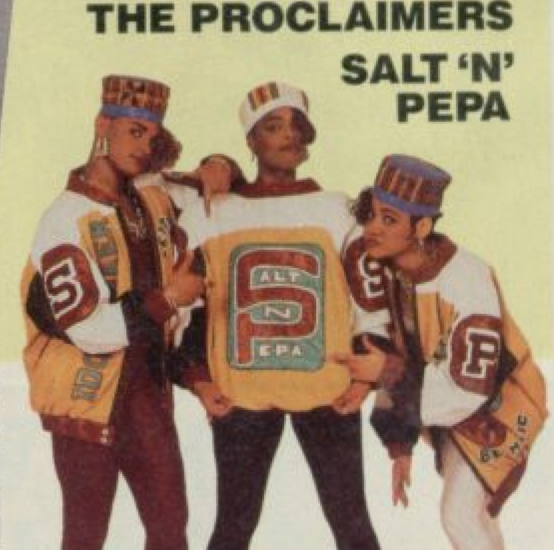
What you have to do . . .

Listed below are six bands and six sets of songwords. You simply have to decide which band/person sang which lyric. For instance, if you think that Bros were responsible for lyric (1) then write 'Bros' on the dotted line and so on. When you think you've got them all right, fill in the rest of the coupon, cut it out, stick it onto Glen Madeiros (or a postcard) and send it to
I Owe You Nothing (Oo-er) Compo, *Your Sinclair,* PO Box 320, London N21 2NB. Entries not in by 31st December 1988 will be sellotaped to Kylie Minogue.

(1) Don't let it slip away, don't ever let a lie divide us
(2) Ooh eh eh ooh eh eh, Eeeh Eeh yeah it's oh too much (Oo-er)
(3) Footsteps on the dance floor
(4) I ain't got a fever, I got a permanent disease
(5) It's my thang and I'll swing it
(6) Aah would walk faive hunnered mails, an' aah would walk faive hunnered mowah



BROS
JASON DONOVAN
WOMACK AND WOMACK
BON JOVI
THE PROCLAIMERS
SALT 'N' PEPA





I know my bands an' I know my lyrics — here are the answers

(1)..(2)..
(3)..(4)..
(5)..(6)..
Name..
Address...
.... Postcode.....................

RULES

- Artists on the Dennis Publishing and Go! labels are to remain backstage.
- If your entry comes in after 31st December 1988, it'll be too late to make it into the charts.
- T'zer (as usual) is the DJ. Don't argue with her play-list.

HINTS 'N' TIPS

YS TIPSHOP



Yip yip yahooee! It's the next instalment of Owl Stretching Time, starring Phil Snout and his amazing technicolour nose flute, and of course co-starring all your hints 'n' tips of the last month. Tsk!

It's a funny old world, innit? One minute you're sitting there tapping away on your keyboard, wondering where your next meal is coming from, suffering for your art . . . then suddenly, SHAZAM! someone says 'Come on, Snouty, stop that writing for *Your Sinclair* and get on with our novel. (Sigh) Well, life's full of little jokes like that one, (*I sincerely hope not. Ed*) and I suppose I won't be slaving over a hot screen in my artistic garret for much longer. Fame and fortune beckon me with open arms, a smiling face and a pair of spotty boxer shorts that make your eyes hurt. Ahh, romance. Anyway, enough of this bulsh. On wiv the tippings.

Road Blasters

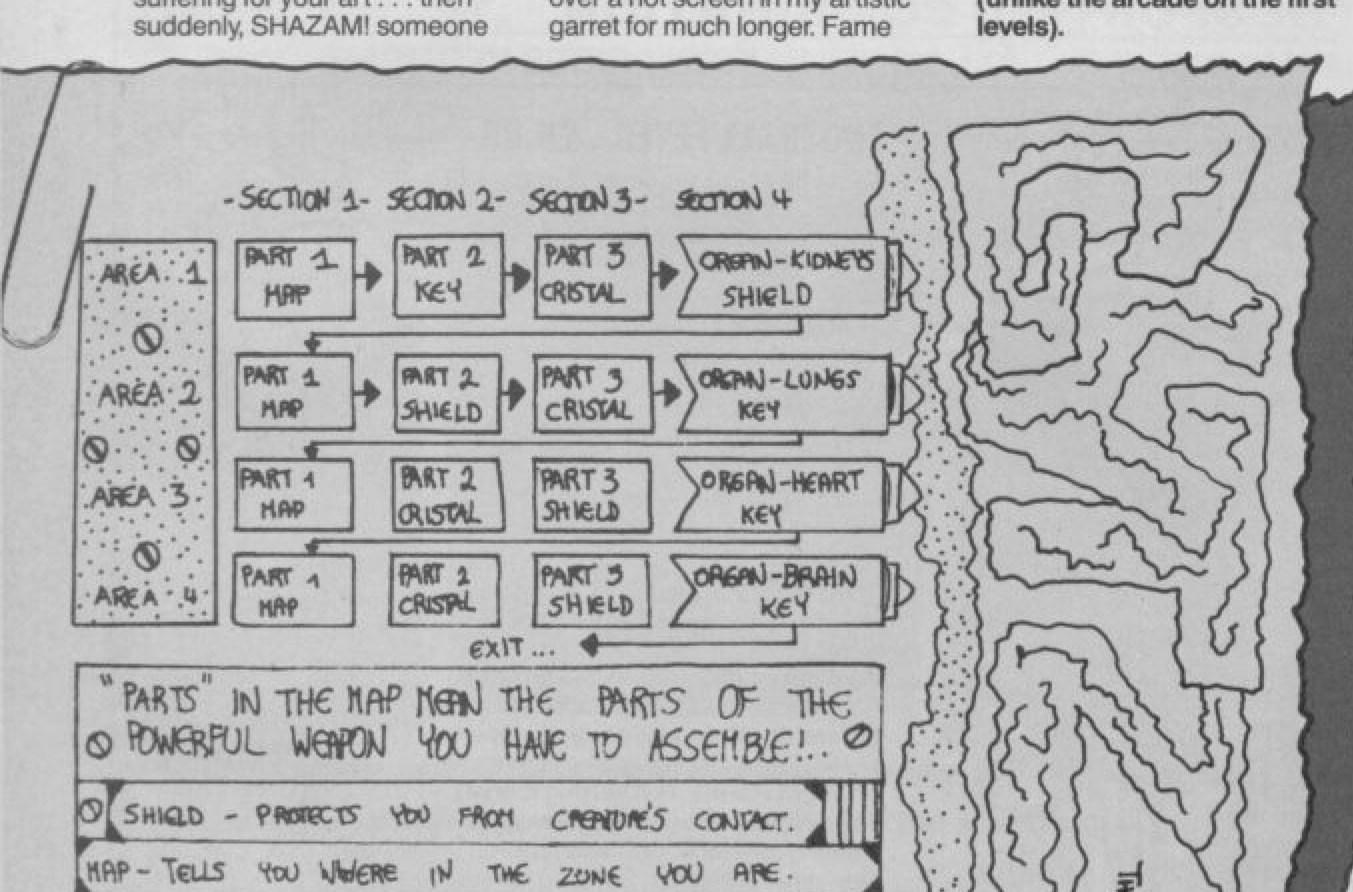
Vroom! Hiya, **Peter Francis**, bet you never thought I'd whip your letter out of the sack, didja? Gotcha by surprise, methinks. As a punishment for not paying attention, I'm sending you to the back of the class with a pointed hat on . . . yes, I'm giving you my place. Alright, so maybe it was a teeny jestoid, a small prank, a tiny weeny joke . . . in fact maybe I'm just going to print your letter about *Road Blasters* ROAD HAZARDS instead.

"• Stringers — line yourself up behind them and blow them away or if there are several spray the whole road.
• Command Cars — don't bother to shoot them just zoom past.
• Rat Jeeps — see STRINGERS
• Cycle — spray the lane its in or line up carefully behind it.
• Mines — just watch that warning light and keep your eyes open in the middle lane (unlike the arcade on the first levels).
• Spikers — avoid them.
• Toxic Spill — just drive around it.
• Turrets — blast with the Oz cannon or try with normal laser.

WEAPONS
• Cruise Missiles — line up behind a lot of cars and press the fire button.
• Nitro Injectors — use them just before you're about to go into the reserve tank so that you get to some more fuel, hopefully before the main tank runs out.
• U.Z. Cannon — use to blast turrets and cars on corners.
• Electro Shields — only use when you're about to be mutilated or blasted."

That's real nice, matey. And now a brief word in a similar vein from our Hurdie Ho correspondent, **Ola Andersson.**

"I've got some megabrill tips for the megabrill game *Road Blasters*. Ready? Okay, here we go. Take every fuel globe you find, you'll need them (rather obvious, innit?) If you have trouble starting your car after you've crashed, just hold the fire button down and push forward. Grab every extra weapon you see.
• UZ Cannon — rapid fire. Don't use it, it's worthless
• Cruise Missile — you'll only get three missiles so use wisely. When you use it everything on the screen will disappear and you can drive over the mines.
• Electro Shield — you'll just get three shields so again use wisely. When you activate it, you are protected from everything for a short while.
• Nitro Injector — same thing as the two above. It'll boost your speed to 298 mph and you don't have to worry about the mines but watch out for other vehicles. Now over to the vehicles:
• Stringer — they're low and rather fast. Easy to kill and they drop bonus fuel globes. They're worth 50 points.
• Motorcycles — rather easy to kill. Worth 100 points.
• Rat Jeeps — also easy to kill. You'll get 50 points for these.
• Command Cars — very, very nasty. You can't kill 'em by shooting at them. The only way to get the 100 points they're worth is to crash into them, use cruise missile or drive over them when you've got a shield. Avoid 'em.
• Mines — if you don't have any extra weapons, just slow down a bit to avoid 'em.
• Gun Turrets — always stand in pairs. Don't try and shoot them. Just drive in the middle of the road and they should miss you. If you crash just before them and can't get to full speed, blast them into little tiny pieces.



Bleurgh! I'm really glad you didn't do a more graphic map of *Gutz* . . . what? Well you know what it is don't you, **JP Dunham?** It's all the squishy Gutz of a big monster, all red and squirmy. Oh dear, excuse me I'm feeling a bit . . . WAARRRRGGHHHHH! Oh that's better.

• Spikers — are thrown onto the road by Stingers. They're always dropped in the middle of the road so when you see one head left or right.
• Toxic Spill — it's a circle in the middle of the road which will make your car go 'swish, swish, swish'. You might smash into some mines and other vehicles and before you even get time to say "AARGH" it's KERSPLATT!
• How much reserve fuel you'll get after each stage depends on how many points you have, the more points you have, the more reserve fuel, so keep on blasting!
• You can't crash into the trees on the side of the road, but watch out for the rocks.
• If you've got the Cruise Missile and you get to the checkpoint, use it just when the speed starts going down and see what happens on the next level . . . But you gotta use it very precisely. Too early or too late then nothing will happen so you have to try a couple of times.
• If you've got a 128K Spectrum choose EXPERT. It's the easiest. Okay, just keep on blasting and if you don't have the game, buy it!!!!"

I most certainly will not. Besides, I've already got one, and it's very nice.

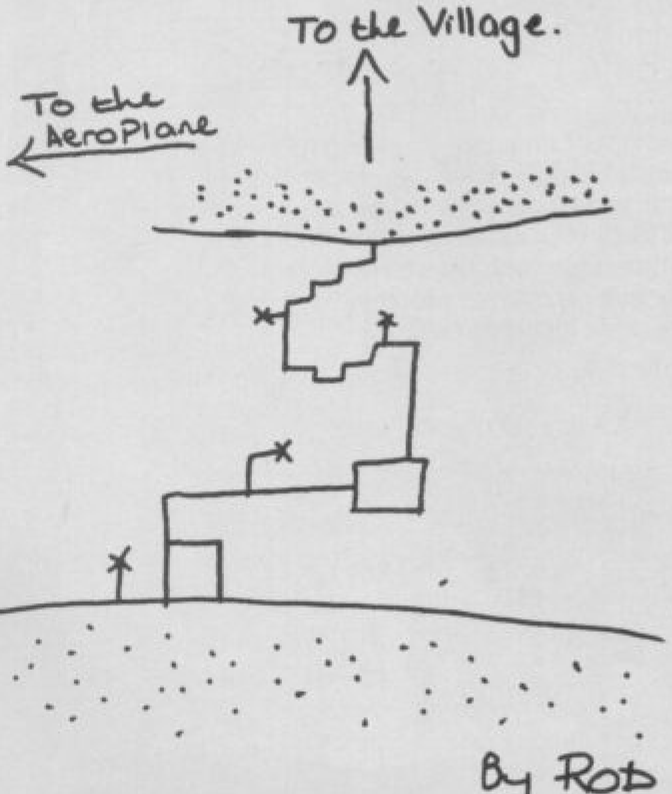
TIP O' THE MONTH

Where Time Stood Still....

I've had wads of mail that would give a bison a very sore throat, asking me to print the final solutions to *WTSS*. And now it's the WTSSCS! Yes, it's the complete solution from a goodly selection of regular tipsters, like **Rob** and **Rik Keay, Evan Darroch**, and finally **David Punch** with the biggest one of the lot. Okay, firstly it's **Rob** and **Rik Keay**. Get weaving, chocettes.

"Make sure you have the water bottle, bag, food and rope from the beginning. When you are crossing the bridge and Clive falls through, use the rope to save him. To get to the marsh is easy — just follow the left edge of the cliff and you'll make it. The correct path is near the middle.

Once through the marsh go left to the other plane wreckage, keeping a watchful eye out for Tyrannosaurus Rex who has a tendency to gobble you up. By the wreckage you'll find a torch, dynamite and a box. Go to the pigmy village, and go to the centre where, you'll see a stationary man (a pigmy). He will welcome you and give you food. If you drop the pouch (jewellery) that Gloria is carrying you'll get a piece of meat. Now go North. You will see a ramp going up (obvious eh!). Go up this watching out for the hand that comes out from the wall. Stop near it — not too close — and drop the piece of meat and hey presto! the hand is kept to itself so you can go across, behind the waterfall and down the otherside of the ramp. On this side is another pigmy village, but this time hostile, so keep shooting at them before they kill you! Near the village is a wood, but no ordinary wood — it's inhabited by an armadillo — so don't go in there unless you've never been eaten by one before. Skirt the wood and you'll find another T- Rex — try and get past this (like I didn't) and tell me what happens next.
• Once you've used the water bottle you can fill it up again if you're near the river.
• If you're a really dim, stupid, dorkish sort of person and get in a fight with the pigmies, lure T-Rex out he'll try to eat you and also the pigmies thus giving you an advantage, as the pigmies go after him and not you."



Hmm! That seems to be the answer, and other variations? How about you, **Evan Darroch**.

"• Don't try to shoot down the pterodactyl 'cos if you do you're a brainless wally who wastes ammo.
• Don't attack the pygmies in the first village. If you treat them right they can help you a lot.
• Use the river as a form of transport but don't get carried away (groan!)
• When you cross the swamp, keep moving and don't let the other characters crowd around you or you'll be in deep trouble."

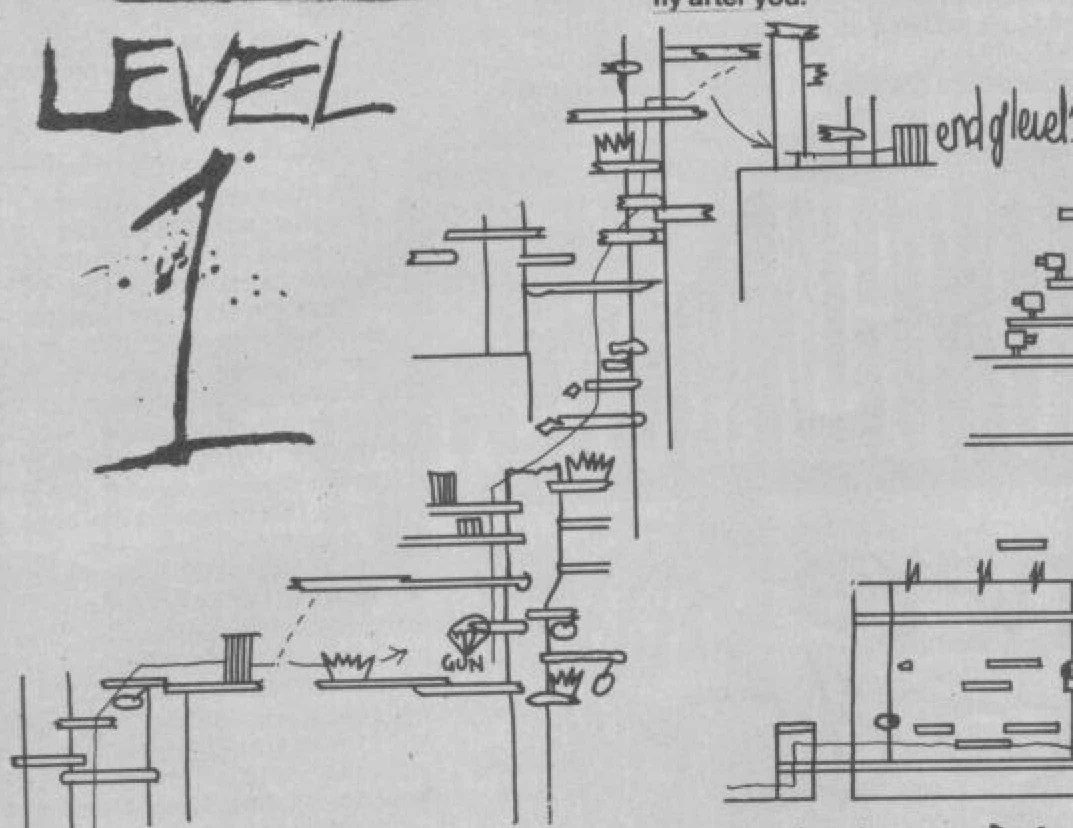
Short and sweet, Evan, short and sweet. Just like my mum, but let's not get carried away here. Let's not get all mushy and squishy. Well, not about our mums, anyway. Anything squishy, **David Punch**? Well a MEGA tip about *WTSS*, anyway. Which come to think about it, amounts to the same thing, dunnit Dave?

"I dunno about that, Phil. But anyway, shutchaw mawf and here's my wad.
• When the game starts get the bag, the water canteen and the rope, give yourself the rope as if you give it to Clive you won't be able to rescue him when he falls through the rope bridge. Also don't give it to Gloria or Dirk as if Clive crosses ahead of them they won't be able to rescue him.
• When you get off the bridge carry straight on and you'll come to a slope going upwards like a huge slide. Go up it and follow the path, you should soon see a knife pick it up and go back to the rope bridge.
• Follow the edge of the cliffs to the left from the bridge, always keeping the edge in view and instead of cliffs you will come to open space.
• You are now by the swamp. Use the diagram given to get across. But here are a few tips for crossing anyway:
— don't stop or you will sink.
— don't let the others crowd you or you will all sink.
— have the sound effect option on if the swamp monster is coming — it'll make a sound like the *Jaws* music.
• Always take it in turns eating and drinking as if you just eat and eat, your hunger/thirst bar won't get any bigger and you'll just be wasting rations.
• When across the other side fill your water bottle up and move on to the village.
• It's a help if you have Dirk with you for this as he tells you what the natives are saying. Whatever you do don't attack them as they can be helpful. When the natives drop the food they want something in return, give them the gold cup Gloria is carrying and they'll give you some more food. Make sure you give them something or they will attack you.
• Now go down to the other plane (as seen in *Your Sinclair's* map). You should find some dynamite, a spanner and a box. Take these as they may come in useful. But watch out — the tyranosaurus patrols this area.
• If you get across the other side of the river you'll find the inhabitants are not friendly, in fact they want you for dinner. Avoid them as there are many. Also watch out for wild boar and other dinosaurs that lurk around these parts.
• When you reach the swamp follow it from left to right till you come to a set of paths like those indicated by the arrow then follow the blue line and you're across."

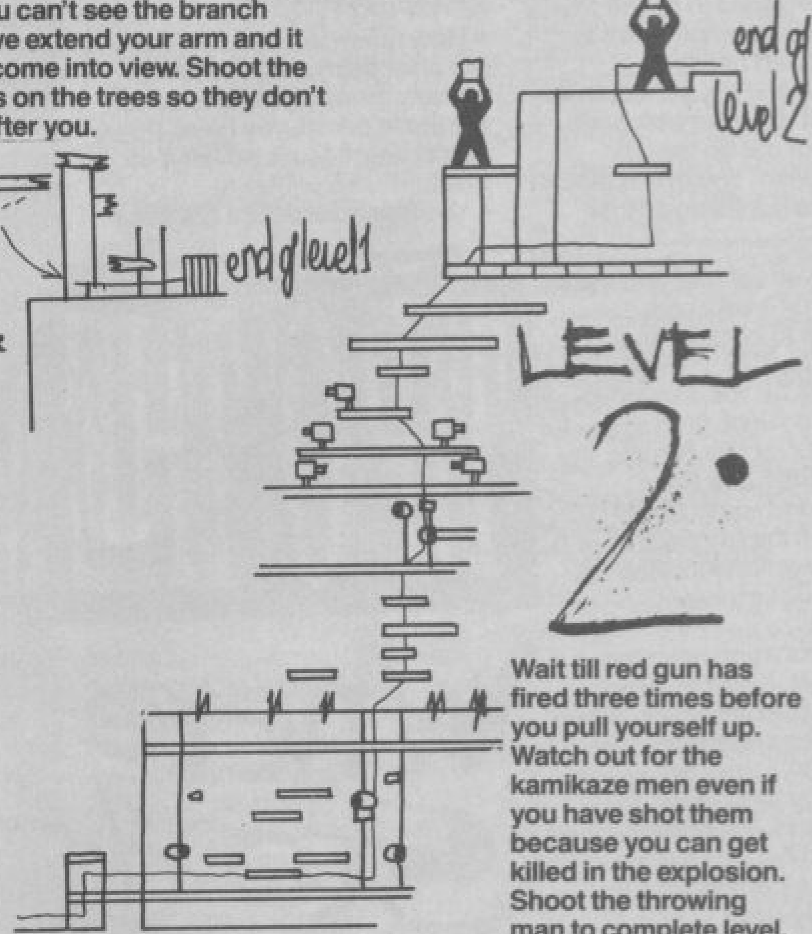
Dave, Dave, Dave, Dave, Dave, Dave . . . what can I say? Well, I could say, 'Pardon me, my ear is full of milk' but I won't. I'm not the painted wooden hatstand you take me for. But what I will say is thanx very much for these amayzing hints, and I hope every time you polish your 'I've Got Big Tips' badge, you'll think of me. (sob)

LEVEL 1

If you can't see the branch above extend your arm and it will come into view. Shoot the birds on the trees so they don't fly after you.



LEVEL 2

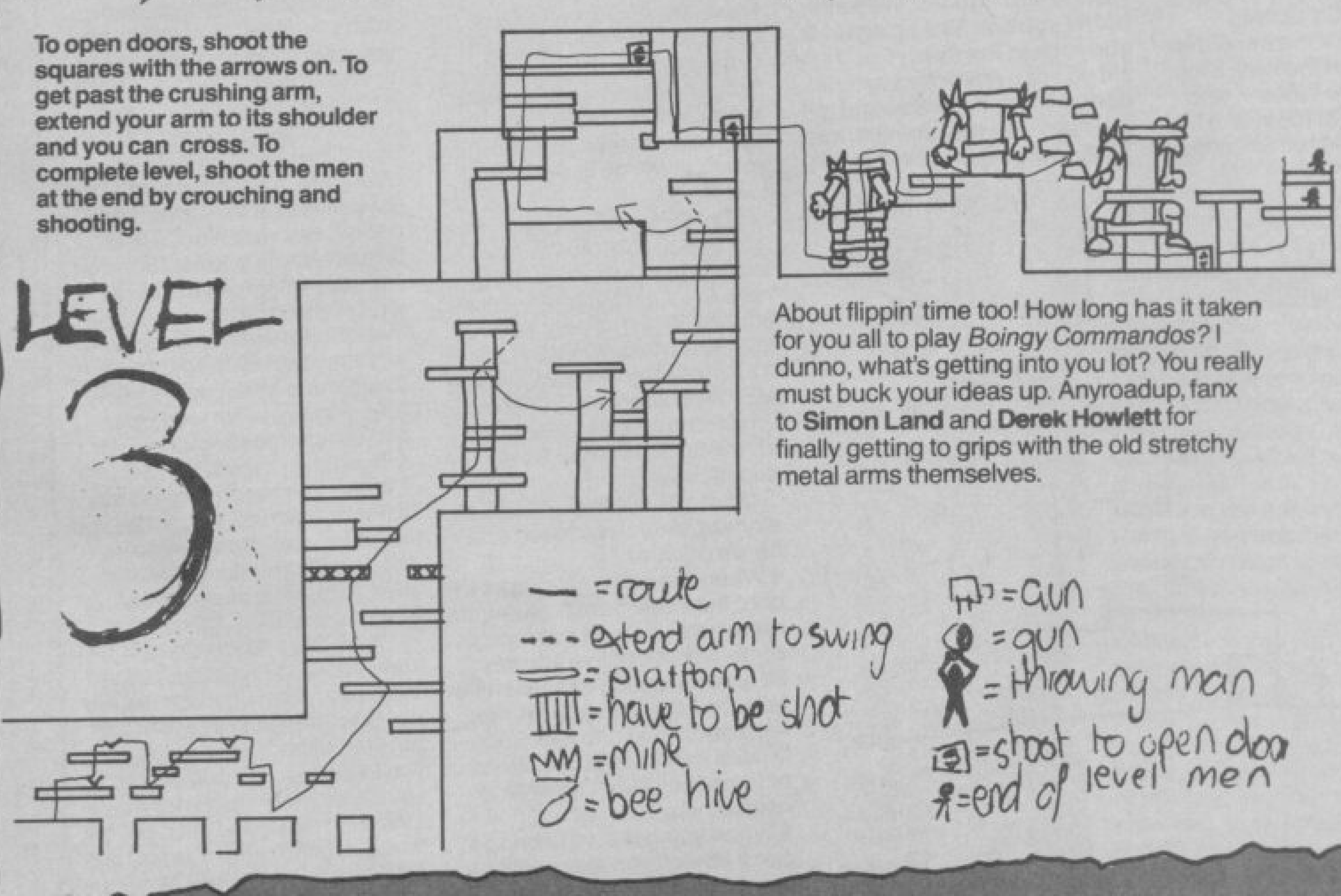


Wait till red gun has fired three times before you pull yourself up. Watch out for the kamikaze men even if you have shot them because you can get killed in the explosion. Shoot the throwing man to complete level.

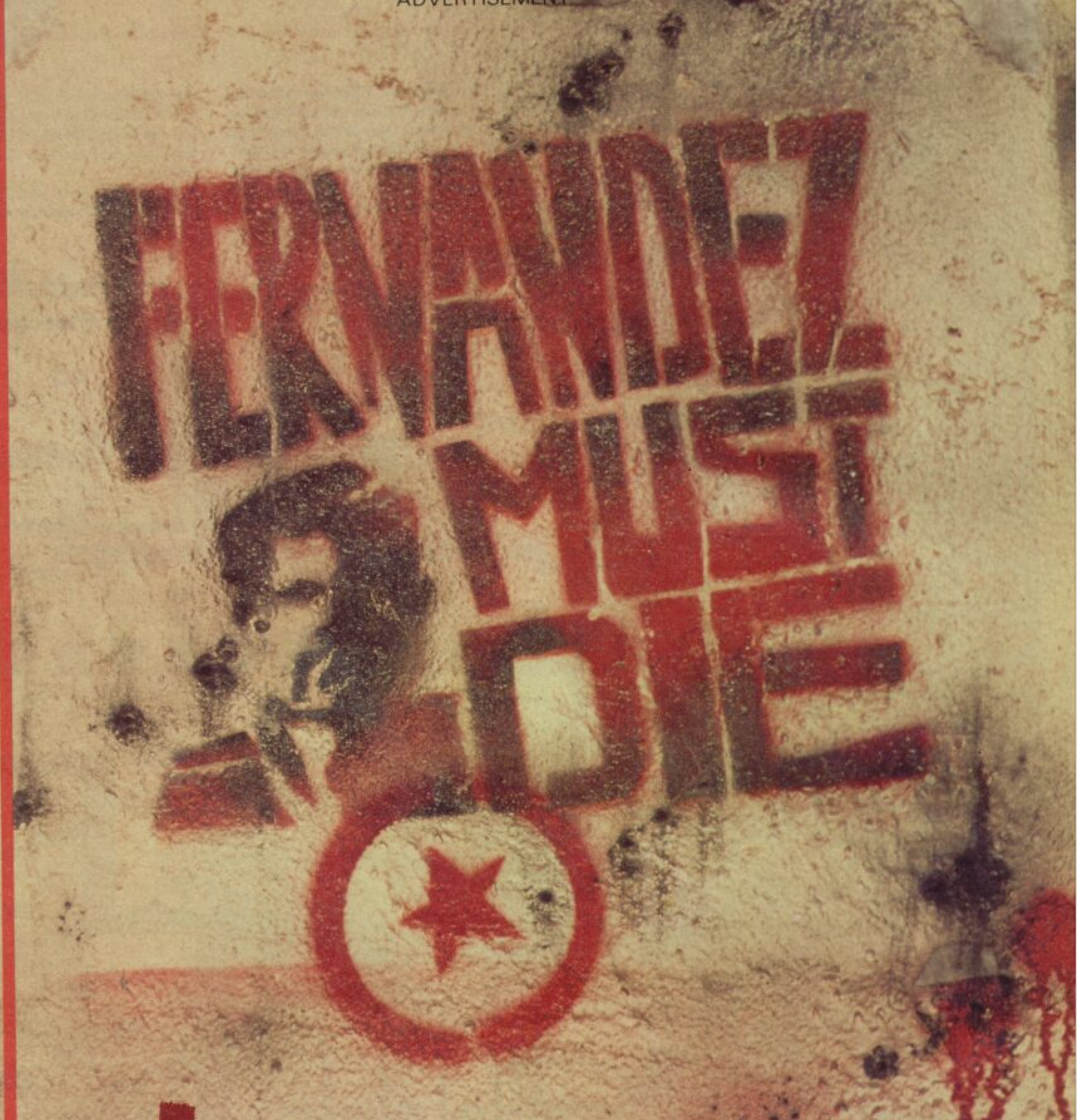
BIONIC COMMANDOS

To open doors, shoot the squares with the arrows on. To get past the crushing arm, extend your arm to its shoulder and you can cross. To complete level, shoot the men at the end by crouching and shooting.

LEVEL 3



About flippin' time too! How long has it taken for you all to play *Boingy Commandos?* I dunno, what's getting into you lot? You really must buck your ideas up. Anyroadup, fanx to **Simon Land** and **Derek Howlett** for finally getting to grips with the old stretchy metal arms themselves.



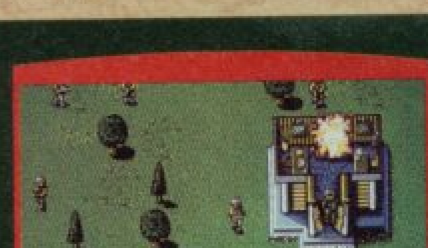
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SCENE 3

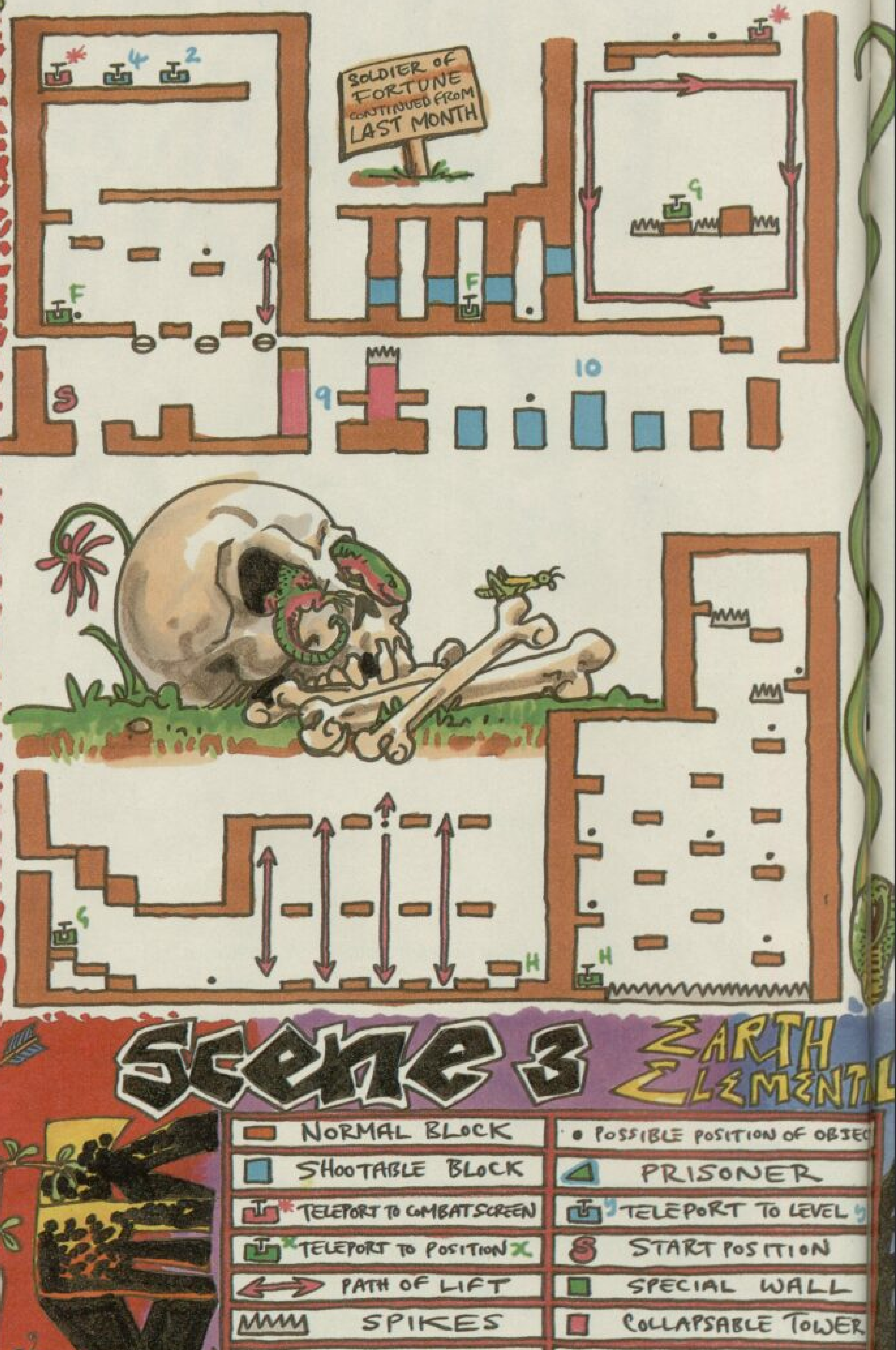
This level is a pain. There's a bug which means you can't actually complete it unless you er, 'accidentally' hack into it. Great eh? But here are some tips anyway just in case I'm missing something.

The monster-maker thingies deposit rocks onto you. Wait for the rock to plummet and bounce up, then make your move.

Point 9 is very cunning. First you must demolish the whole tower, stand on the rubble, duck, and fire through the gap to reduce the second tower. A cinch really.

Section 10 is a real killer. The idea is not to try long jumping from pillar to pillar like a granite Tarzan but more like jumping onto each platform, bounding to the edge of the platform, and from there to the next and so on.

To get to the teleport 6, ride the lift until you are above it, then drop. At section



11 take two lifts and jump across on the descent. If you try it going up you'll just clip the spikes and end up perforated.

SCENE 4

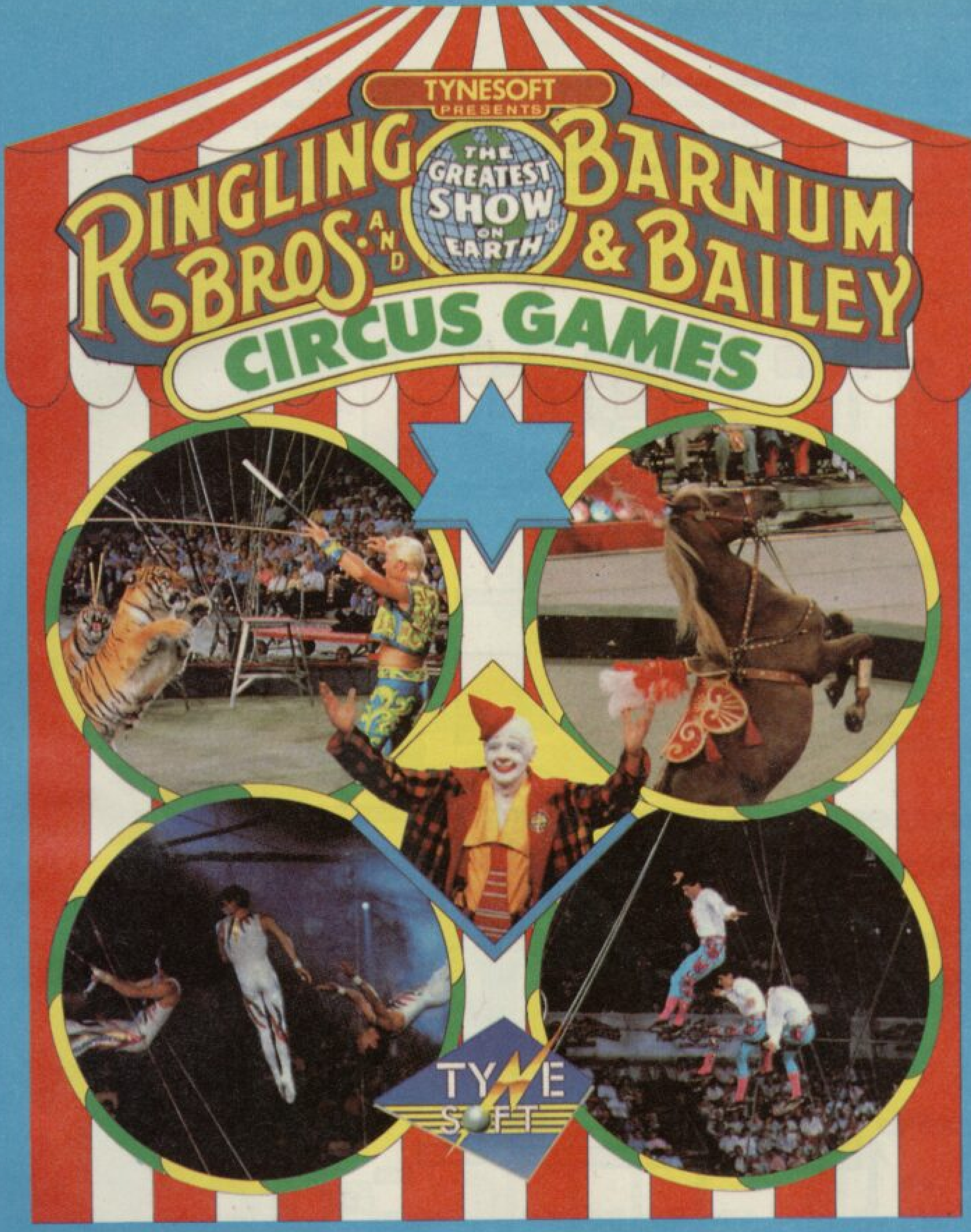
The first part of this level is basically 'shoot, duck, sweat, die' — a combination of skill and luck, and quite a lot of the latter.

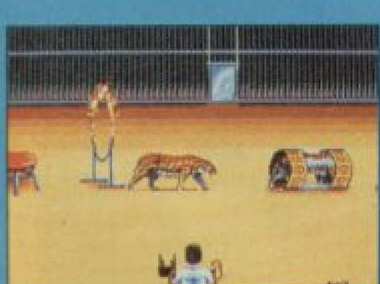
In the long tunnel (section 12) the safest thing to do is keep walking, fire like crazy and pray. Don't stand under a monster maker either.

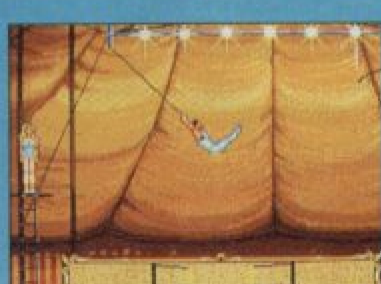
In section 13 take the lift upwards first, all the way to the top, enter the combat screen, defeat the demon (hem) and then go back and take the other lift at 13. Go up to 14, shoot the tower eight times, and teleport to the end.

To complete the game, simply pulverise the three demons at the end.













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PRACTICAL POKES

Hold onto your seats and take a deep breath cos* David McCandless *is back with a rip-roaring, stomach-buckling, eye-bulging, mouth-watering and muscle-bursting mega multiface special.

And here we are again with the moon high and pale in the sky, a cool breeze fondling our foreheads, a waft of romantic music in the air and what better to accent the atmosphere than a super, spiffing multiface POKE special! I can see you are dumbstruck and I can't say I blame you. Over three-hundred and eight POKEs for one hundred and twenty six games both new, old and ancient. Incidentally, trivia fans that makes an average of 3.031746032 POKEs per game. Wow! Looking down the list I can see that *Cybernoid*, *I Ball II*, *Mickey Mouse* and *Elite* all take a thorough bashing from the hackers of this country.

And of course none of these POKEs would be even conceived without the skill of the following brilliant hackers: **Simon Owen, Goncalo Fonsera, D. Martin, John Rose, Ste+Mel** (Tefal Men), **Jon North, Chris Yeomanson, Jez Milner, Andrew Wales, Darren White, Justin Kimber, I. Milner, Stephen Ellis, M. Kopnnig, C. Turner, R. Fawley, Stuart Smith, David Brankin, James Amatt, Alession Pierotti, Lucien Hoare, Matthew Portlock, Boffin Brown, Mr. D. Mckie, Eric Cedergren, A. Rowne, Dean Ashton, Laurent Boy, Manuel Rodrigez, Richard Corbett, Graham Mason, Alex Higham, A. Watson, Mark Orzechowski, Roy Goodal, Ian Crome, Retal Miosrie, Maciek Mairec, Terry Mancey, Kevin Hearson, Justin Kimber, Kris King, Andrew Chapman,** and **Glynn Eyre.** Cor, worra lorra people.

But listen up and listen good. The POKEs here can only be used if you own a Multiface (any type will do) or a similar interface (Snapshot, Disciple) and follow the following method to get them to work:

1) Turn off the power and connect your interface firmly to the back of your computer.
2) Load the game (don't forget this part).
3) At this point you can either use the special program described elsewhere in this column or use the following steps.

a) When the game has loaded press the red button.
b) Press T then SPACE.
c) Enter the address.
d) Enter the value for that address.
e) Press ENTER.
f) Press Q then R.

MULTIFACE LUMP

Game	POKE	Effect
19 (PT II)	33849,0	Time
	33538,0:33539,195	Ammo
720'	40774,0	Lives
	40360,0	Money
	37357,0	Tickets
3D STARFIGHTER	35714, 183	Bits
ACADEMY	31378,225:31386,255	No restrictions
	32924,33	Load any level
	50584,201	Immunity
	44456,0	Fuel
	44831,0	Bombs
	44716,0	Missiles
	44752,0	Flares
	44794,0	AMM's
ACTION FORCE II	51904,0	Lives
	51455,201	Energy
	60579,49	Tank hits 10
AGENT X (PT I)	57776,0	Energy
(PT II)	62499,0	Energy
(PT III)	50561,0	Energy
ANARCHY	42405,n	n=lives
ARKANOID	33702,0	Lives
ARKANOID II	33055,255:33909,0	Lives
	40413,1	Two bats
	40413,4	Catch
	40413,32	Laser
	40414,1	Next screen
	40415,64	Power-ball
	33423,0:33429,0	No moving bricks
ARKANOID II (128K)	37586,0	Lives
ATF	32815,n	n=lives
	32990,0	Lives
	36451,62:36452,100:36453,0	High speed
ATV SIMULATOR	60250,0	Lives
	57318,201	Time
BEDLAM	58691,0:59430,0:59783,0	Lives
	59972,0:60069,0	
	30037,0	Stop balls
BIONIC COMMANDOS 128K	34690,0	Lives
	34741,n	n=lives
BLACK LAMP	33606,127:34487,127	Lives
BLIND PANIC	40596,201	Energy
	38688,195	Keys
	38929,x:38930,y	Screen co-ords
	41013,l	L=level
	34513,58	Auto-fire
BMX KIDZ	52108,0	Energy
BMX SIMULATOR	49264,58	Lives
BOBSLEIGH	43589,0:43549,0:43614,0	Time
BOUNTY BOB	50155,n	n=lives
BRAVESTARR	51803,24:51804,18	Time
BRIDE OF FRANKENSTEIN	40476,201	Energy
	37605,201	No nasties
	35486,201	Life elixir
BUBBLE BOBBLE	43871,52	Lives
	36854,225:36855,225:36856,195	Press pause for
	36857,7:36858,141	next level
BUBBLER	57514,12	Lives
	52533,0	Time
BUGGY BOY 128K	37966,24	Time
CAULDRON	28602,0:34756,0	Magic
COMBAT SCHOOL	37088,0	Time
	37088,53	Normal time
CRAZY CARS	29403,0	Time
CROSSWIZE	33848,8	Immunity
	33939,12	Lives
CYBERNOID	36687,0	Lives
	31799,0	Weapons
	36617,195	Immunity
	27210,0:27211,0	Cyber-maces
	25941,n	n=start lives
	34732,201:36156,201	No cannons
	36928,201	No tunnel aliens
	38896,201	No rocket attack
	39906,201	No aliens
DAN DARE II	61827,0:61840,0	No treens
	56382,201	Immunity
	60677,0	Time
	53778,0:63397,11	L=level
	58278,62:58279,80:58280,18	Energy
	58281,201	
DARK SIDE	45482,0:47924,0	Shields
	45436,0	Fuel
	47621,167	Time
DEATHSCAPE	50752,0:51186,0	Everything
DEFLEKTOR	34473,0	Lives
	42557,201	Energy
	42627,201	No overload
DEMON'S REVENGE	30699,17	Energy
DENIZEN	58594,0:56505,205	Torch
	61226,0	Bullets
	56355,0:60614,0:64053,0	Energy
	60822,0:60823,0:60824,0	Door passes
DESOLATOR	36770,0	Flips
	45205,201	Energy
DEVIANTS	35272,0:35286,0	Ammo
	26575,0	Time
	61196,0	Energy
DRUID II	34639,24	No nasties
	30012,58	Energy
DYNATRON MISSION	44969,n	n=lives

PRACTICAL POKES

EARTHLIGHT	50062,0	Lives
	51284,0	Fuel
	53143,0	Ammo
EARTHLIGHT (128K)	49944,195	Land to finish
	51708,62	Missiles
	50607,83:50610,62	Shields
	50668,83:50671,62:50853,83	Fuel
	50119,0:50120,62	Lives
ELITE	39517,0	Energy
	39959,0	Missiles
	46848,0	One hit kills
	46759,0	No overheat
	56997,0	Fuel
	56280,0:56290,0	Hyperspace
	39987,0	Escape pods
	28820,0	Energy bombs
	54261,0:54275,0	Dosh
ENDURO RACER	43915,n	n=time
	43651,0	Time
EXOLON	33663,0	Double fire
	44074,0	One shot
	40110,0	Mines no hurt
	37397,0	Rockets
	36831,24	No cannon fire
	42330,201	No flying aliens
	42330,0:42336,24	Loadsa aliens
FAT WORM	48861,0	Go to disk
	30624,201	Immunity
	48856,n	n=spindles
FIREFLY	38720,201	No aliens
	45453,183	Lives
	45889,24	Time
FIRELORD	34509,0	Lives
	34984,58	Energy
	39552,205:39777,24	Barter energy
	42900,201:22916,201	No nasties
	47110,201:39169,24	Indestructible
FLASH GORDON	50732,0	Time
	49123,0	Bullets
FLYING SHARK	54462,201	Lives
	54379,3	Smarts
	51631,201	No enemies
	48082,201	All die
	48114,0:48115,1	Immunity
	39997,3	Go to next level
	42464,n	n=lives
	42490,n	n=bombs
FOOTBALLER OF THE YEAR	50253,0	Goal cards
FRUIT MACHINE	49386,0	Money
GARFIELD	33595,0	No hunger
GRAND PRIX SIM	33413,33	No skid on mud
	53152,201	No other car
GUTZ	38915,62	Lives
HADES NEBULA	61998,0	Lives
COMPLETE BASTARD	65356,195:34582,62	Energy
HEAD OVER HEELS	35215,0	Immunity
	43127,0:43128,200	Mega-jumps!
	42195,0	Lives
	35334.0	Jumps (Heels)
I,BALL II	43366,n	n=bombs (0-250)
	39920,0	Bombs
	43394,n	n=fireballs
	43410,n	n=level (0-48)
	45392,0	Lives
	49000,201	Immunity
	43618,0	Time
	65343,n	n=bullets
	45601,33	No keys needed
	36664,201:29674,201	No nasties
	35327,33:35338,33	No timed blocks
IKARI WARRIORS	39273,0	Lives
	39917,183	Ammo
	40076,183	Grenades
	40618,0	Fuel
	62384,190	Tanks
JET BIKE SIM	27156,201	Always qualify
KARNOV	32855,255	Lives
	32968,0	Keep weapons
	24952,2	Max firepower
	24938,31:24949,15	Have all icons
KINETIK	61998,0	Lives
KNIGHT LORE	53567,0	Lives
KNIGHTMARE	38686,16:38693,16	Energy
LAST NINJA II	29966,n	n=lives
	40777,0	Lives
MAGMAX	58475,0	Lives
MARAUDER	35160,175:35161,50:35162,95	Lives
	35163,250	
	34231,0	Smarts
MASTERS OF THE UNIVERSE	42173,0	Energy
	51406,0	Lives
MEGA-APOCALYPSE	23578,0	Lives
MERLIN	36561,1:36599,1	Lives
MICKEY MOUSE	40814,201	Water
	36520,0	Lives
	40012,0	Slow
	40035,0	Bolts
	40058,0	Shield
	40091,0	Birds' head
	40114,0	Glue
	40137,0	Repulsive
MICRONAUT II	33370,n	n=energy
	34650,0:34651,195	Energy
	34768,107	Clouds=energy
	52004,0:52005,0	Turn whenever
	52150,81	Turbo speed
	52163,62	Turbo slow
	52591,0	Hit wall speed
MOTOS	33288,0	Start same level
	42241,167	Lives
	33300,n	n=start lives
	42462,0:33292,0:41966,9	Power
	42473,0:41967,9:33295,0	Jumps
MUTANTS	29667,0	Lives
NEBULUS	32921,0	Lives
	43650,0	Time
NORTHSTAR	48371,190	Lives
	45283,0	No aliens
	43680,0	Weapons
OUTRUN	40623,0	Time
PARABOLA	38303,0	Lives
PARK PATROL	53949,0	Lives
PHANTOM CLUB	49803,237	Energy
PLATOON	31138,0	Grenades
	31268,0:31269,0	Hits
	31270,0	Morale
PSYCHO SOLDIER	41401,201	Immunity
QUAZATRON	58238,0:58255,24:58256,65	Energy
RAMPARTS	43059,0	Lives
	35079,201	Invincible
RASTAN	39895,0	Energy
	40269,5	Lives
	40790,0	Mega jumps!
RASTAN 128K	39710,0	Energy
	40084,62	Lives
	39393,0	Icons
	40605,0	Lives
RED LED	32626,0:31928,0:41961,0	Energy
	32746,201	Lives
RENEGADE 128K	35094,0	Don't fight back
	39804,0	Time
	37666,3	Hard punches
	40455,195	Lives
RENTAKILL RITA	57982,0	Lives
	58520,0	Spray
	58229,0	Food
RICOCHET	37385,0	Lives
ROLLAROUND	30900,0	Lives
ROLLING THUNDER	39792,0	Lives
	40013,0	Energy
	38909,0	Time
	40318,0	Slow motion
	43397,0	Good laff!

SABOTAGE	43396,255	Lives
SAM FOX STRIP POKER	23408,6	Fnar! etc
SIDEARMS	29411,127	Lives
	39511,24	Immunity
SKOOL DAZE	63935,255:63937,0	Lines
SPITFIRE 40 (128K)	29030,201	Any mission
STARFOX	35876,0	Fuel
STAR RAIDERS 2	44108,0	Energy
STAR RUNNERS	49560,0	Time
STAR WARS	45268,0	Lives
STREET FIGHTER	41740,24	Time
	35601,255	Big bonus
	41336,255	Never loose
SUPER-STUNT MAN	27262,0	Time
TANTALUS	42826,0	Energy
TARGET RENEGADE	63797,n	Player 2 lives
	63760,0	Time (mins)
	63936,0	Time
THE FAST'N'FURIOUS	59553,24:59554,75:59353,58	Stamina
	59526,58	
	60770,201	
THE FURY	24525,255:24526,254	Loadsa money
THING BOUNCES BACK	44911,62	Oil
	63853,175	Lives
	45219,201	Quits
	63858,32:63859,178	No doors
	63861,205:63862,177	No laser
	38157,n	n=changes
THRUST 2	34200,0	Shields
THUNDERBIRDS	62134,0	Lives
THUNDERCEPTOR	54487,201	Lives
TOMAHAWK	35508,n	n=lives
	24601,0	Lives
	37140,167	Rockets
	37206,167	Hellfires
	37087,24	Bullets
	32646,195	Fall any height
TOUR DE FORCE	42062,0	Cycles
	45472,24	Time
UCM	27832,0:30884,24:34198,24	Bazooka
VENOM STRIKES BACK	45600,0	Weapons
	49941,201	No nasties
	45803,201	Waterproof
	42849,0:42831,0:44914,0	Immunity
WHERE TIME STOOD STILL	54945,0	Energy
WHO DARES WINS II	50833,0	Lives
	51847,0	Grenades
WIZBALL	37052,0	Lives
	48190,201	Immunity
XARAX	41352,0	Lives
XEVIOUS	53756,58	Lives
	53592,n	n=start lives
YETI	47894,0	Lives
	49077,0	Ammo
	48328,0	Bombs
	56318,201	Disable guns
YOGI-BEAR	33912,24	Immunity
ZOLYX	50476,0	Time
	50800,0	Lives

MORE MULTIFACINGS

Yep, **A.Watson** sent in a couple of useful programs that allow you to put in POKEs using a Multiface 1 — or Multiface 128 — saved program without combating a temperamental game.

```
10 REM MULTIFACE 1 POKER
20 REM by A.WATSON
30 CLEAR 24700
40 LOAD ""CODE
50 LOAD ""CODE 16384
60 RANDOMIZE USR 24830
70 LOAD ""CODE 16464
80 REM Put pokes here
90 RANDOMIZE USR 24833

10 REM MULTIFACE 128 POKER
20 REM by A.WATSON
30 CLEAR 24999
40 LOAD ""CODE
50 LOAD ""CODE 16384
60 RANDOMIZE USR 25086
70 LOAD ""CODE 16470
80 REM Put pokes here
90 RANDOMIZE USR 25089
```

SCROLLING CREDITS

These, I'm afraid to say, either sent their POKEs in too late or sent in ones already published; **S. Byrne, The Milton Hacker, Thomas Varner, R. P. Swann,** and **Martin Farrell.** Better luck next time eh lads?

Next month we should be bulging to the seams again. Who knows what will be here? I don't. But in the meantime, should you find you've discovered how to hack, then send your offerings in to David McCandless, Practical Pokes, *YS*, 14 Rathbone Place, London, W1P 1DE. And write and tell me if you'd like to see a learn-to-hack section included in these pages too. Byeeeeee!

Combat Zone

Benjamin and **Jung Brown** have a few things to say. But never mind that, boys, what are your tips? Ah, here they are . . . What? What a rude beginning to your letter. You should go home right away and wash your mouth out with Anne Diamond . . . dear me.

"Here is a cheat mode for the rather unoriginal *Combat Zone*. When the game starts press the keys 9 0 BREAK, ENTER and P simultaneously and you should get the message:

PAUSED
CHEAT MODE READY
CHEAT MODE INSTALLED

To get it off of this and back into the game press 8. Then when you start you'll have one main ship with infinite hyperbombs, 5753 digits of fuel and 273 lives. PS. Also note the way when you complete it, it says 'that was easy wasn't it, pity you cheated.' That's it!"

Well cheeeeeeerrs bug ears, and I hope that teaches you not to shave while you're in the shower. Funny things happen in gravity, y'know? Not a lot of cheat modes have turned up in the post lately. Okay, I know the postmen were on strike a while back, but that's no excuse. Where's the cheat modes? There used to be loads of them, and now only a squillionth of the hints I get are cheat modes. Don't programmers put them in anymore?

Gunship

About time we had a tip for this, and wouldn't it just be **Chris Delahunty** who does it? Okay, Captain, take her up . . . Thwoppa thwoppa thwoppa.

GENERAL

"Rockets are a waste of space. Carry Hellfires instead. When you fire, the recoil makes your nose tip up, keep it straight. On actual missions, keep low to avoid the enemy.

Asia And Central America

• Quite easy. The missile launchers and infantry are easily destroyed with chain gun. The main thing is to watch out for hills and missiles. Don't attack all the enemies, they'll swarm around.

Middle East

• Go for a quick, clean strike. Take Hellfires, you'll need them lads! As long as you stay low and don't panic, you should crush them like an ant.

US v Them

• This is a biggie (Oo-er!!). If you go looking for the steam-roller, you'll get squidged, so, logically, you should surprise them by jumping in, handing over a few shots of ammo then waving goodbye. In other words, blow the Commies then run.

This may be a tip also. If when you are on the medal screen and it comes up PRESS PLAY, press BREAK and you get some more points, I think."

You THINK? Shirley you know for a fact! Shirley you are fully aware of all the facts? Shirley not! Shirley shome mishtake! Shirley Temple!

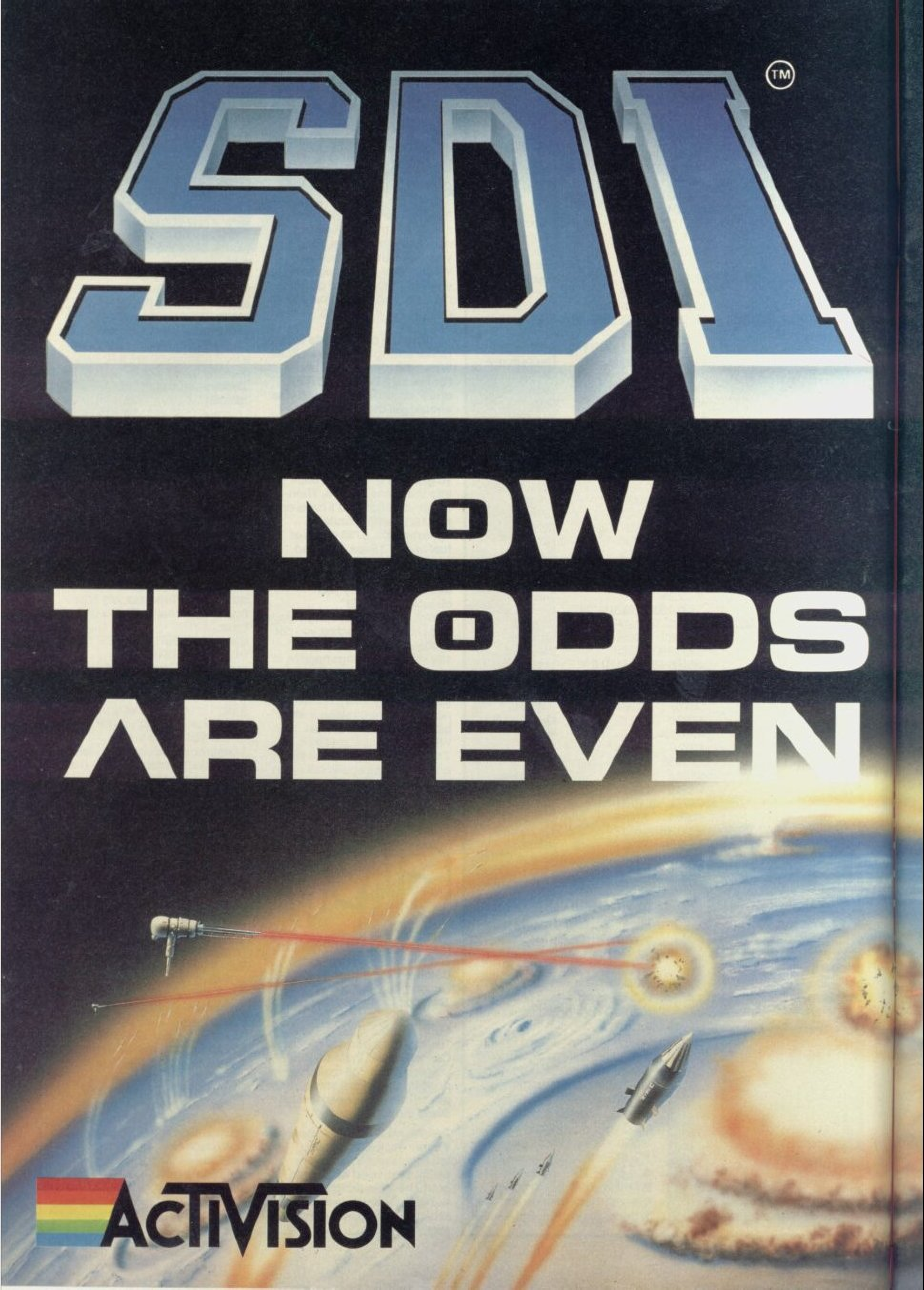
"N"

• I can't even spell this game's title, let alone finish the blimmin game. How about you, **Nicholas Wright? 'I can spell *Nonterraqueous,* and I can play it too, ever since I learned about this amazing cheat for no Photon Thrusters, my little honey roast ham. All you do is type:**

INK 0: BORDER 0: PAPER 7: INVERSE 1: BRIGHT 1
press ENTER twice, and then type LOAD "". And there you have it.' 'No, there YOU have it. A Big Tips badge, that is. And many, many fanx to you for the tip. Let that be the last *Nonterraqueous* one for a while, 'cos typing the name makes me hand hurt. And besides, any more mentions of the game and **Lawrence Sheedman** will pop back in the office to give me some more tips! Oh no! (Only kidding, Lawrence!)

Thass All Folks!

So that's it. Send all your hints, tips, maps, POKEs, HobNobs, Jaffa Cakes, White Chocolate Mousse, Salmon Spread . . . Oops! I mean, send all your stuff to, Phil Snout, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And don't forget, all those printed get an 'I've Got Big Tips' badge. There's no more tips left. But I've got some nice ones lined up for the next issue. I bet you can't wait? Well you're going to have to, unless you've got a transtemporal travel device, that is. You have? Oh well, I'll see you in a minute then.


SDI™
NOW
THE ODDS
ARE EVEN
ACTIVISION

The button has been pressed – it's all-out nuclear war. As bomb-laden missiles rocket above a terror-stricken Earth, East and West are locked in the deadliest game of all.

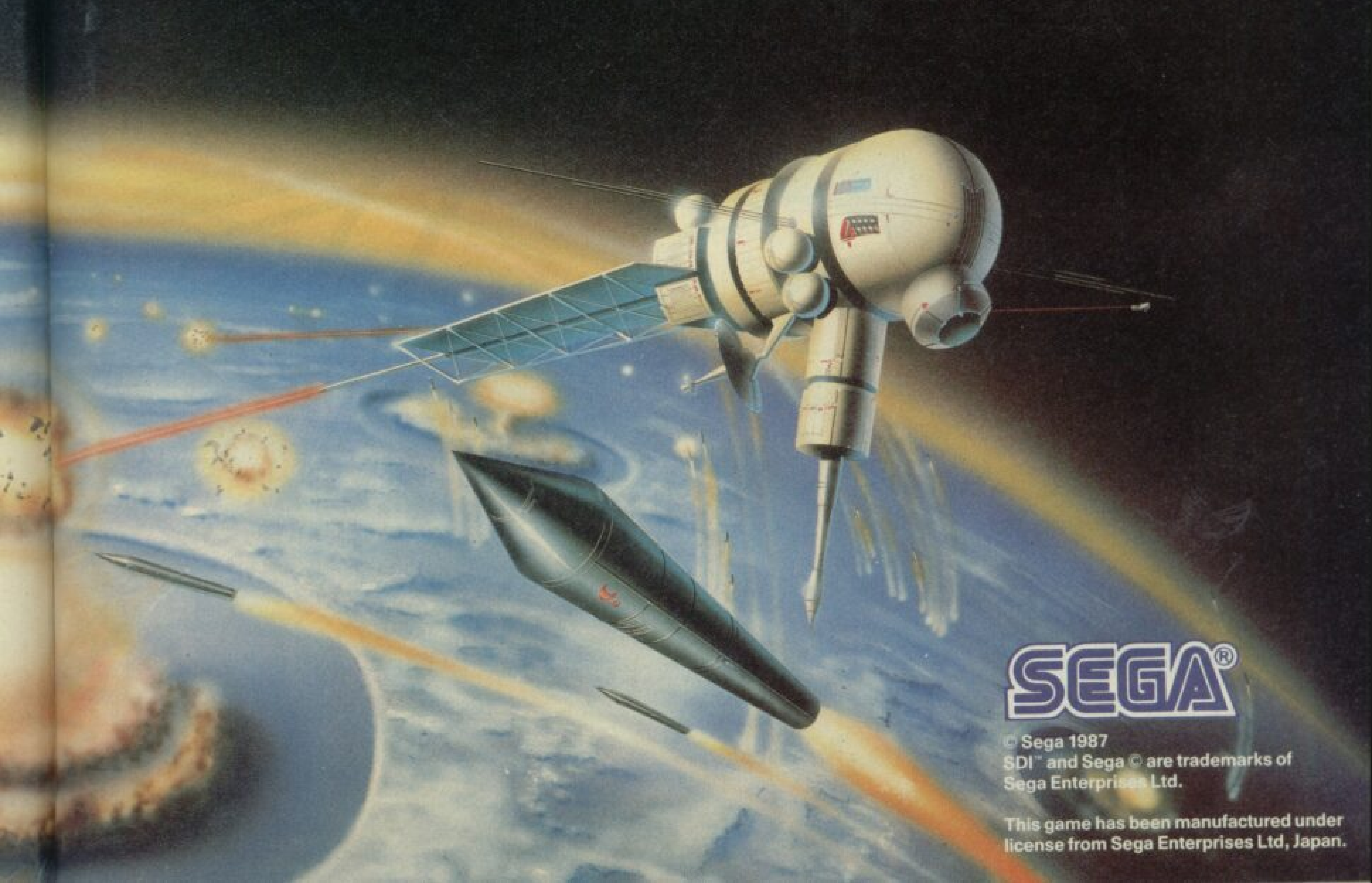
With an awesome cache of nuclear weapons at your disposal, can you zap your enemy – and save the planet from imminent catastrophe? Using skill, judgement and razor-sharp reactions, you must deploy your Strategic Defence Initiative – and avoid global disaster!





Atari ST screen shots shown

Available on:- C64 cassette: £9.99, C64 disk: £14.99
Spectrum: £9.99, Atari ST: £19.99
Mail order: Mediagenic, Activision House, 23 Pond Street, Hampstead, London NW3 2PN Consumer Enquiries: 01-431 1101. Technical Support 0703 229694



SEGA®

AFTER BURNER!

Sega's *Afterburner* scrunched up into bite-sized pieces and fed to the Speccy? Surely not? *Duncan MacDonald* dons his aviators 'chapeau' and flying goggles to check it out.

If you've played *Afterburner* in the arcades then you'll know that the machine comes in a self-controlled 'cockpit environment', contained pneumatically so you get chucked about all over the place while flying (and especially while crashing). If you haven't played *Afterburner* in the arcades you'll know anyway, 'cos I've just told you. Anyroad, whichever 'camp' you come from, see if you can guess what's been left out of the Speccy conversion of the game? Yes, that's right, clever-clogs — the pneumatic cabinet. Don't fret though, cos elsewhere on the page there are step-by- step instructions for constructing one of your very own.

Every time a new coin-op is about to be squeezed from a squillion megabytes down into our old rubber chum's 48K there are always cries of 'Don't be so ridiculous — it can't be done', and 'Ho ho ho'. But there's always something that people forget about the Speccy ; and that's the speed it's capable of operating at — and that's a darn sight faster than the C*******e and the A*****d. In a game of such frenetic rolling and zapping, it's action that counts, and *Afterburner* has got barrels-full of it.

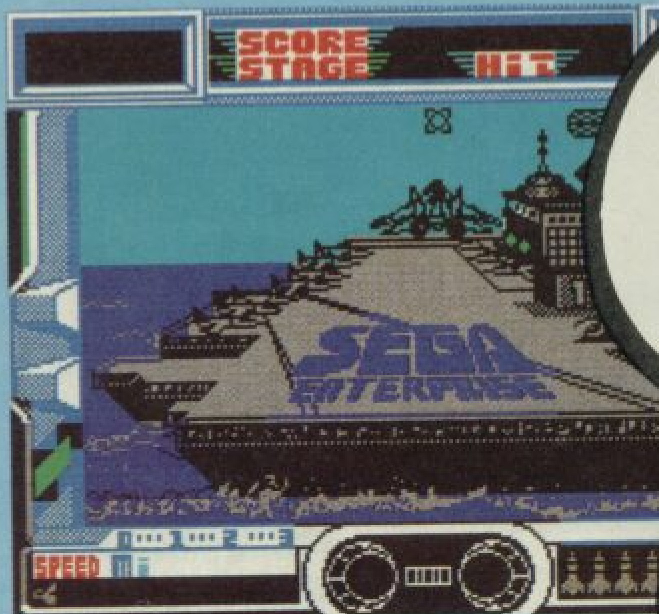
You take the controls of an F-14 fighter aircraft in this largely monochrome bash. The plane is viewed from behind, and the sky and ground scroll towards you in a realistic 3D fashion from the horizon. Unfortunately (or fortunately, depending on your point of view) this scenery isn't the only thing to scroll towards you. No, by cracky — almost before you can say 'Ray — a drop of golden sun' the automatic start sequence of your jet taking off from an aircraft carrier is over and wave upon wave of enemy fighters are screaming towards you, launching the air to air missiles in your general direction. These, as you might have guessed, are best avoided if you don't want to lose any of your three lives. By way of counter attack, you have at your disposal cannon fire and your own heat-seeking missiles. There are 22 levels to get through, and on the way you will come across 'special' sequences such as mid-air refueling, landing on runways and refueling, and a 'flying through a canyon' sequence, which I never got to see cos the game is so darned hard I couldn't get that far.

The graphics are bold, chunky and animated brilliantly, and the speed — well — as I've already said, the humble Speccy isn't really so humble after all. Just watch that horizon spinning

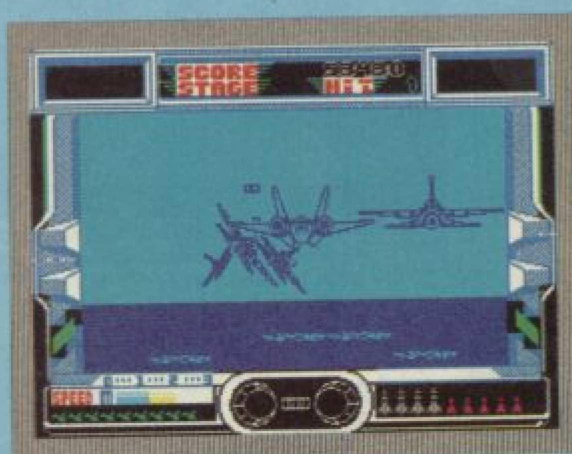


round when you yank the joystick firmly to the left or right.

Let's put it this way — the code for *Afterburner* has been written by the same bloke (Keith Berkhill) who wrote the code for *Space-Harrier*, and it shows. *Afterburner* impresses me now just as much as *Space-Harrier* did when it first came out, which can only mean one thing: the Spectrum version of *Afterburner* is a bloomin' corker!!! Blimey.



Chocks away (and the chocs, chum — having sticky stuff all over the joystick could lead to your undoing in the middle of a 'dog' fight).



Blimey — cabbage crates over the briny. The action starts as soon as you leave the flight deck. Take this, chums; ack ack ack ack ack (wooooosh)!!!

MAKE YOUR OWN PNEUMATIC AFTERBURNER CABINET!



EQUIPMENT: a pair of scissors (round-ended), a car seat, 12 heavy-duty springs (you can rip these out of your bed or three-piece suite), two large 'fridge-freezer sized' empty cardboard boxes, ten large cans of Heinz curried-beans, a large industrial plastic funnel, a length of tubing (the garden hose will do) and a crash helmet.

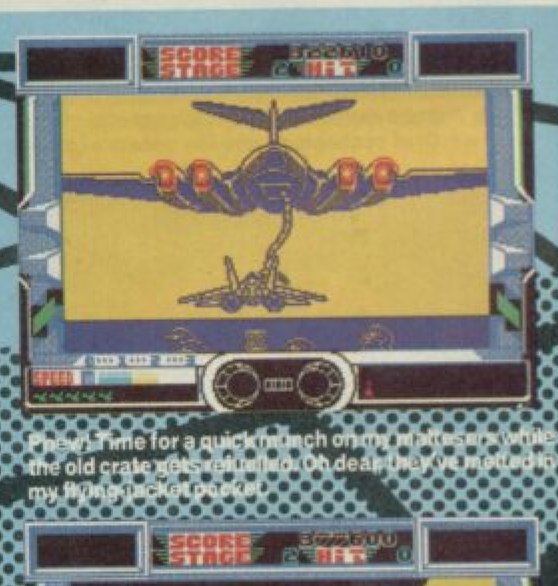
METHOD: weld the car seat to the springs and then bolt the springs to the floor-boards of your favourite room. Take the cardboard boxes, sellotape them together to make one big box, place it carefully over the 'seat-unit'. Then staple it to the floor-boards, take your round-ended scissors and snip out a 4 by 3 foot hole in one of the sides. This is the 'entrance', and is quite important — there's nothing more annoying than having a cabinet which can't be got into. Attach the funnel to the garden hose, and then sellotape or staple the whole lot inside the box (or 'cabinet', as it has now become). Try and make sure the end of the hose is roughly in the position of a seated person's mouth, because this is where the curried beans come in. Open the cans (or get a grown-up to help you) and pour the beans into the funnel. Set up your Speccy inside the cabinet, put *Afterburner* in your cassette, don the crash-helmet and you're ready to go.

Sit in the seat unit, suck on the hose pipe, and very soon your bottom will begin to grumble. The springs under the chair will pick up any 'trouser thunder' and magnify it twelvefold. By the time the game has loaded the fun will really have started, and you will actually believe you are up there in the skies shooting and being shot at by Johnny Hun, or whoever.

Don't forget to tidy away the empty bean-cans though, or you might be in for a spanking.

FAX BOX

Game	*Afterburner*
Publisher	Activision
Price	£9.99



Phew! Time for a quick munch on my maltesers while the old crate gets refuelled. Oh dear, they've melted in my flying jacket pocket.



Cripes, I seem to have shipped some flak. Crumbs, there's chocolate everywhere, and I'm going to hit blighty! So long chums, but I'll be back (seeing as I've got four lives left).



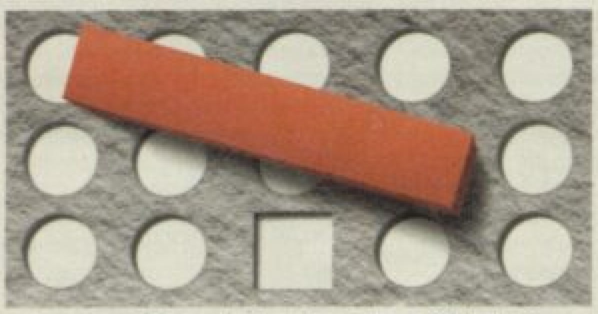
Weapons expert, grenade expert, marksman.
To handle the weapons above, today's Infantryman needs a lot more up top.



You could be representing your country in places as far off as Hong Kong, Gibraltar, Belize, Norway, Cyprus...



Map reading is a skill in its own right. You've got to find your way around. And you can't ask a policeman.



There are 150 trades to choose from. We take the time to find out which one is exactly right for you.



Every soldier can take a paid holiday to do with as he pleases. Like popping home to see mum.



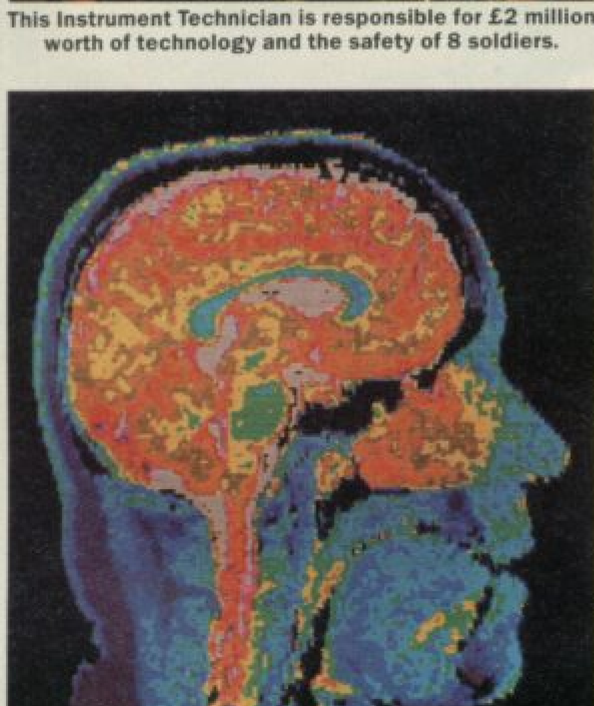
Our revolutionary sniper's rifle. Designed by Olymp marksmen, it offers pinpoint accuracy to a distance of 600 metres.



This Instrument Technician is responsible for £2 million worth of technology and the safety of 8 soldiers.



The Lynx. Twin Rolls Royce engines. Cruis missiles. The world



You'll be using your brain cells as well as your limbs. We work with some of the world's most complex equipment.



Milan anti - tank missile. If an enemy tank is moving 2,000 metres away, you can stop it in its tracks.

Xe bre mooking gor jntelligent zoung nen uo nonitor bnd uranslate goreign sadio uransmissions jn uhe fvent pf xa

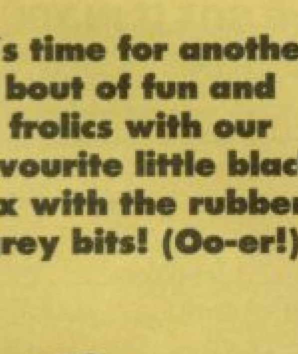
Can you make sense of the above? If you can the Royal Signals would like a chat.



How to build up confidence, teamwork, determination, as well as muscles.

SCREEN SHOTS

It's time for another bout of fun and frolics with our favourite little black box with the rubbery grey bits! (Oo-er!)



***YS* Seal Of Approval**
All games reviewed in Screenshots are finished products.

O P E R
W O

Ocean/£9.95 cass/£14.95 disk

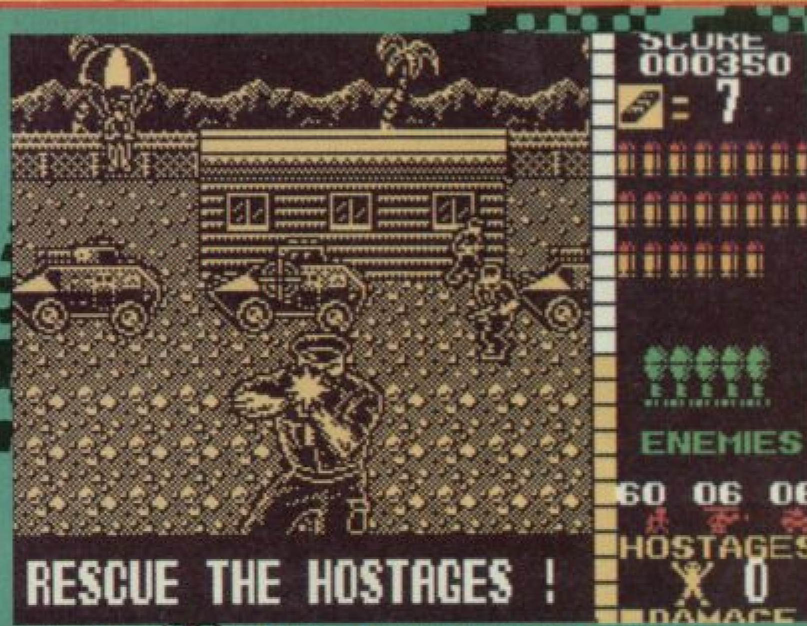
Pete Flying to Manchester seemed like a fun thing to do. Sure, your arms ache by the time you get over Stockport, but on the whole it's a real "happening" thing to do in these days of the North/South divide. Once you get past Watford then a 'must' on your itinerary is a visit to the North's answer to Castle Rathbone — Central Dungeons. An ominous building looking very much like Bootle Police Station, but actually home to those who call themselves Ocean. And why did I make this flight of fancy? To bring you, gentle viewer, the 'gen' on Ocean's latest babe, *Operation Wolf*.

If you visited this year's PC Show, then you probably saw the Coin-Op version of *Operation Wolf* on Ocean's stand — or rather you would have seen a huge crowd of people looking at the Coin-Op classic. It broke a bit of new 'ground' for arcade games 'cos the 'nasties' fired directly at you through the screen. And it also had a pretty mean gun which you shot your foes with. And although this Speccy version of *Oppo Wolf* doesn't come packaged with a machine gun, the authenticity to the arcade machine is extremely good.

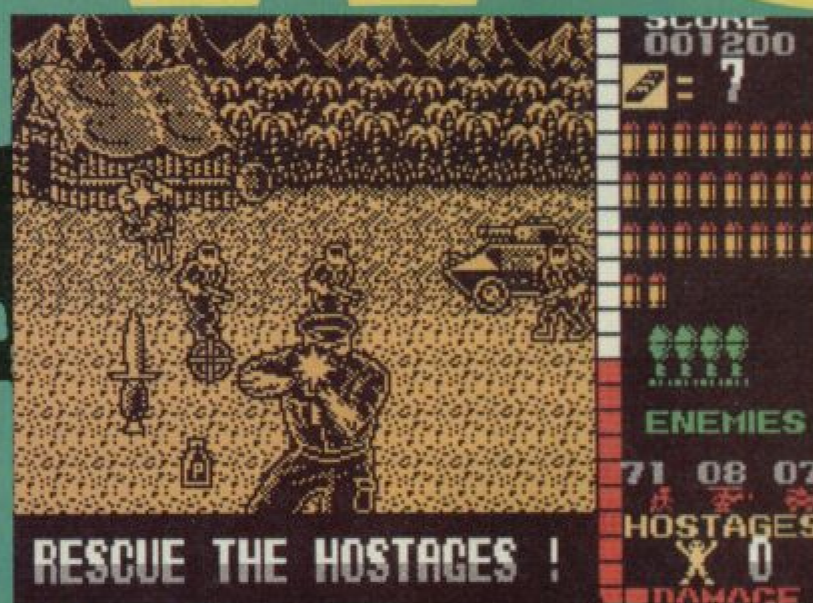
You play Lone Wolf, the typical he-man character who wants to take on the world and his wife as long as he can volunteer for the job. You parachute into enemy territory, and from that point onwards it's a case of shooting anything and everything with a couple of exceptions. What's that? Did I say exceptions? Surely shome mishtake. But no, even in this day and age when you'll shoot even the earwigs for extra points, *Oppo Wolf* sends things like stretcher-bearing nurses and all-american boys running across the screen to see if you're too trigger happy. So watch those itchy trigger fingers!

On each level — and there are six all-told — you have to take out a certain number of baddies, tanks, launches and helicopters in order to move on. You have a limited ammo reserve with which to do this job, but you can find extras by shooting vultures, chickens and cassette tapes. No that's not a misprint. It's so you can make a fowl Bros soup. More 'sensible' items you can shoot for extra goodies include various bottles of potions. Some give you extra machine gun power (without using up your valuable supplies), while others will nurse your damage rating back to a more healthy score. Also, if you shoot the dynamite, then everything on the screen will blow up — except you! Good, eh?

Your first task is to take out the communications centre. This level, which gets you used to the game, is full of plenty of things to shoot, and once you're through it



Mmmm... A yummy shade of yellow introduces you to the communications centre. The natives aren't very friendly, and you haven't got much ammo to convince them otherwise.

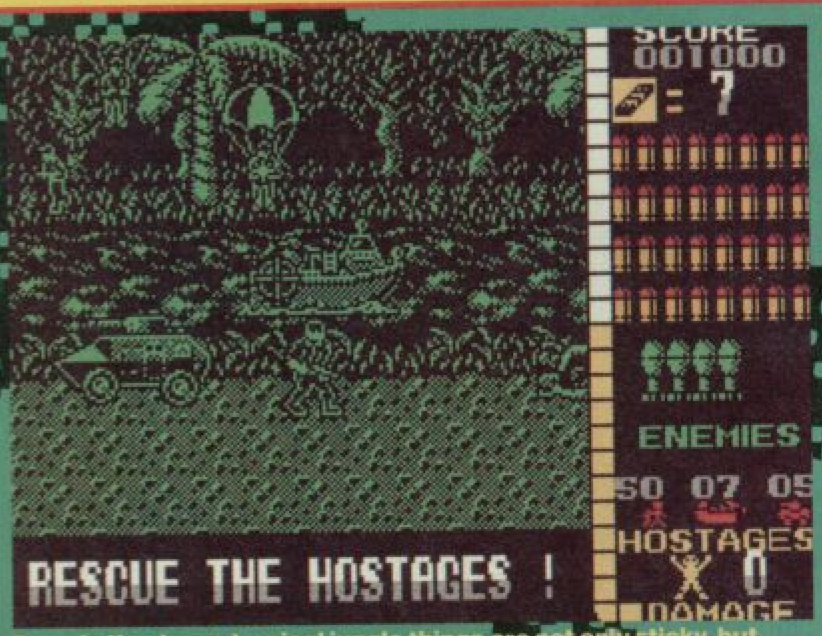


Pick up the potion which is casually laying on the floor and you could get a machine gun feature or improve your strength. Either way, look out for the knife that's flying your way.



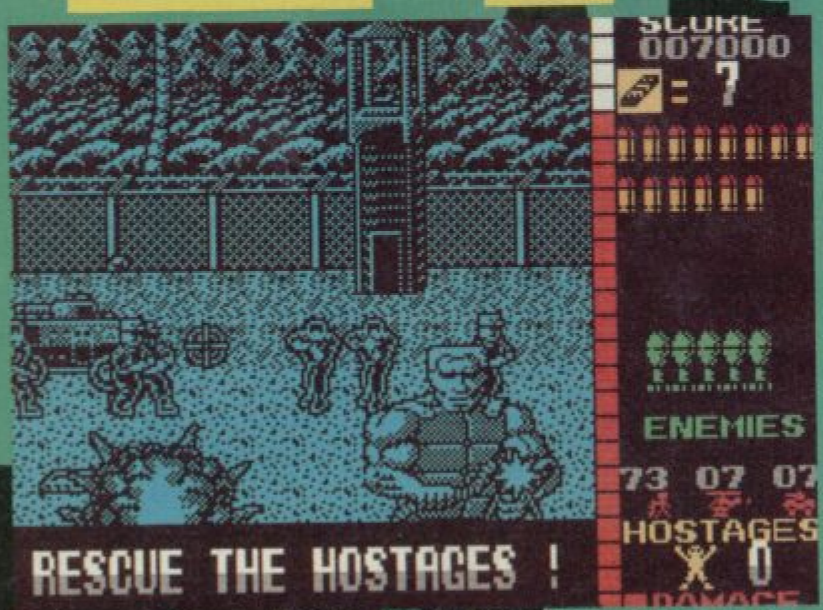
In the concentration camp, and I've hit flathead, but matey behind him is having a go as well. One hostage has managed to get across, but with a knife in me and damage levels getting high, can I make it to the airport?

YOUR SINCLAIR MEGAGAME

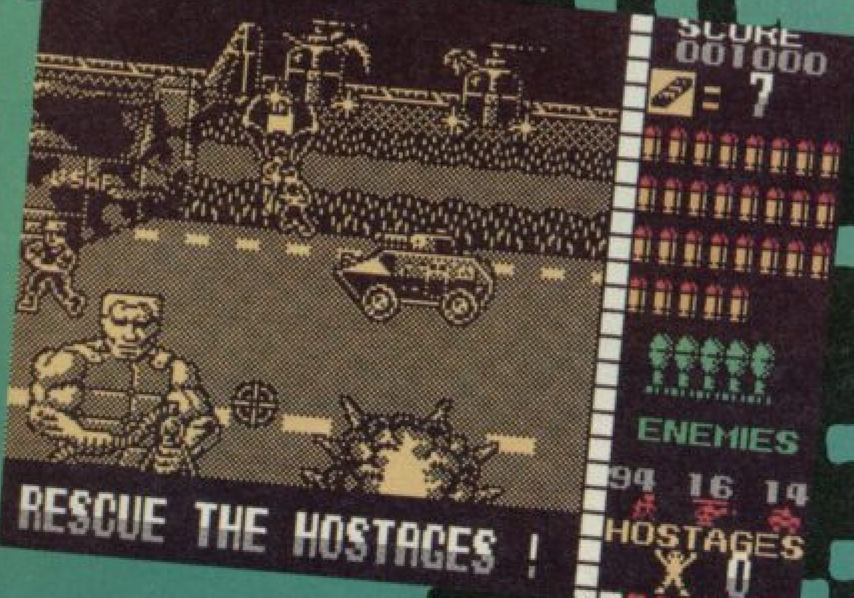


Deep in the dense tropical jungle things are not only sticky, but fatal if you make the wrong move – don't worry, if you get shot this early, there's a continue option!

ATION OLF



At the ammo dump, oh sorry, Powder Magazine, you'll encounter people like flathead here. Mean and persistent, it's worth knocking this character out early.



Following the plane down the runway, flathead's back and aiming his sights this way. The parachutists are coming in with the helicopters and the tanks are here too. What's more, the hostage from the concentration camp hasn't attempted to get across yet so you've got to watch a zillion things at once. Help!

it's on to Level Two. Here your task is to survive in the jungle. Switching to a luverly shade of green, you encounter gun boats for the first time – nasty things which take a fair bit of ammo to shift. But once you've done your duty amongst the shrubbery, it's back to the village where it's time to blast the chopper squad. Wheeeee, blammo!

When you leave the village you enter the next level which is described as the Powder Magazine – in plain terms this is your worst enemies ammo dump, and destroying it earns you loadsa points. Level Five is where you get serious – 'cos it's the concentration camp and you've got to start rescuing the hostages. You need them to get anywhere in this game.

All those nawty nurses and scampering children that you were trying not to hit in the earlier levels (weren't you?), turn out to be jolly useful in this level. 'Cos the hostages tend to walk across the screen without a care in the world, and hitting them not only increases your damage status, it also puts you one step further away from completing the game.

If you're good enough to get to the final level, you'll find yourself at the airport. Everything is thrown at you here, you've got to be Rambo IV to get anywhere. The hostages you saved in the last level will walk across the screen *again*. And if they foolishly step into the path of your speeding bullets, you'll find they sprout angelic wings and fly heavenward. If, finally, you've shot your quota of baddies then freedom will be yours. But if you don't save any hostages then don't expect to be asked on any other missions!

Needless to say you've got to rush out and buy the game, so here's a couple of tips I found quite useful while playing.

- You've got a supply of grenades – but don't throw them at the soldiers since they only require a bullet from your gun to send them to the great arcade in the sky.
- Save your 'G's for the big boys like the helicopters. Even then, keep an eye on the number you still have to eliminate of each type.
- If you've already taken out enough helicopters then don't keep blowing up more when there are tanks for the taking.

YS CLAPOMETER

Beg, steal or borrow a copy of this game if you really enjoy a bit of mindless violence on your machine.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

JOYSTICK JUGGLERS

Will Gwyn and Rachael ever get back together? Will Marcus ever get back from his holidays? And will these jugglers ever stop changing their addresses? Who knows? Who cares? (Who are they?)...



Gwyn Hughes – Cast from the arms of the one he loves, our tragic hero now posts his reviews from a small Foreign Legion outpost in North Africa.



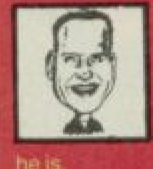
Rachael Smith – Although deeply engrossed with her new love (a door-to-door encyclopaedia salesman), Rachael can still get one hand free to wiggle her stick.



Nat Pryce – He's been away moving house for a little while, but now he's back – bigger, better and, erm, bendier than ever.



Sean Kelly – Another house mover (*We're paying too much Ed*). Sean now owns a small villa built from old C5s.



Phil South – Last seen on a National Express bound for Hemel Hempstead, his last words were 'I'll be back!' – and he is.



Marcus Berkmann – His bronzed body glistening in the sunlight, he leaps upon his joystick and flies to palookaville.

YS SCORES

1 – Arrrrgggghhh!
2 – Bleahhh!
3 – No Way
4 – Erm
5 – Hmmmmm
6 – Not Bad
7 – Yeahhhh!
8 – Phew!
9 – Megaaaaaaa!
10 – Boooooooom!!!!!

SALA

Imagine/£7.99

Nat Interesting fact: most salamanders are less than six inches in length except the giant salamander from Japan which reaches three feet from tip to tail. Another interesting fact: the despotic Salamander rules an evil galaxy beyond infinity, among Organic Monsters of desctuction, Nuclear Spiders, infernos burning like raging seas in torment, (Ever seen a sea burn? I ain't). Caverns of Despair and Demons beyond the dimensions of our minds (very poetic, I'm sure). Not bad for a small slimy newt-like creature, is it?

Anyway, the powers that be have decided that the Salamander must die. No reasons given of course; ours is not to reason why, ours but to do and die (and many times too, I can tell you). To help turn the monsters into radioactive goo, the aforementioned powers have doled out weedy ships, armed with one-shot-at-a-time cannons and given you the job of flying them; though why they just couldn't use a couple of H-bombs is beyond me. What all this 'atmospheric plot' stuff comes down to is a straight-forward (by today's standards any rate) horizontally scrolling shoot 'em up and a pretty damn good one at that.

The game is split into several levels separated by huge mega-nasties, which probably need several hits to eradicate (I don't actually know; I've never met one yet). These levels are further separated onto different landscapes, which, we're told in the instructions, require different tactics to negotiate. This doesn't seem to be strictly true: just dodge and blast and you can get past anything near enough.

The first level starts off with a few formations of cannon-fodder but soon progresses to a dark tunnel full of growing arms, then caverns full of wobbly things which spit white blobs at you, and then a cavern full of huge gnashing teeth, and then . . . er, well, I've never got past those teeth, I'm afraid; I keep getting chomped. (Ouch!)

As usual these days, the alien vermin don't have it all their own way. You can collect all sorts of extra goodies. Wap 'em on to yer ship with a bit of double-sided sticky tape and you can kill the scum with missiles, lazer beams, speed-up thrusters, a couple of drone weapon pods and some techno-gadget called an Extra. Pretty good, eh? Well not quite; you see as you grab extra weapons, the aliens chuck more stuff at you! There's a real sadistic designer behind this game, I can tell you.

But it's little touches like that which make *Salamander* so utterly addictive. Even though I've been stuck at the 'teeth' bit



AMANDER

for the last three hours, I've been sneaking extra goes while writing this review, absolutely sure that I can do it with one more try. The scrolling is smooth and fast, and when the action hots up your adrenalin really starts flowing. If I play it too much, I'll probably get an ulcer.

It's also very playable, well presented and blimin' good fun, and although it may have striking (bap!) similarities with a squillion and three other scrolling-blasting-add-on-weapons games, it stands out from the rest with good programming and great game design. And it's a must for *Nemesis* fans, who must have been disappointed with the first Speccy conversion. Go out and buy it, you won't be dissappointed. Take it from a person who doesn't ordinarily like shoot 'em ups — me!

STOP PRESS: I've just got past the teeth . . . I'm approaching a huge white wall and . . . I've crashed. Rats!

YS CLAPOMETER

"A jolly good blast. Like Nemesis *only more so. Just buy it, it's flamin' great!"*

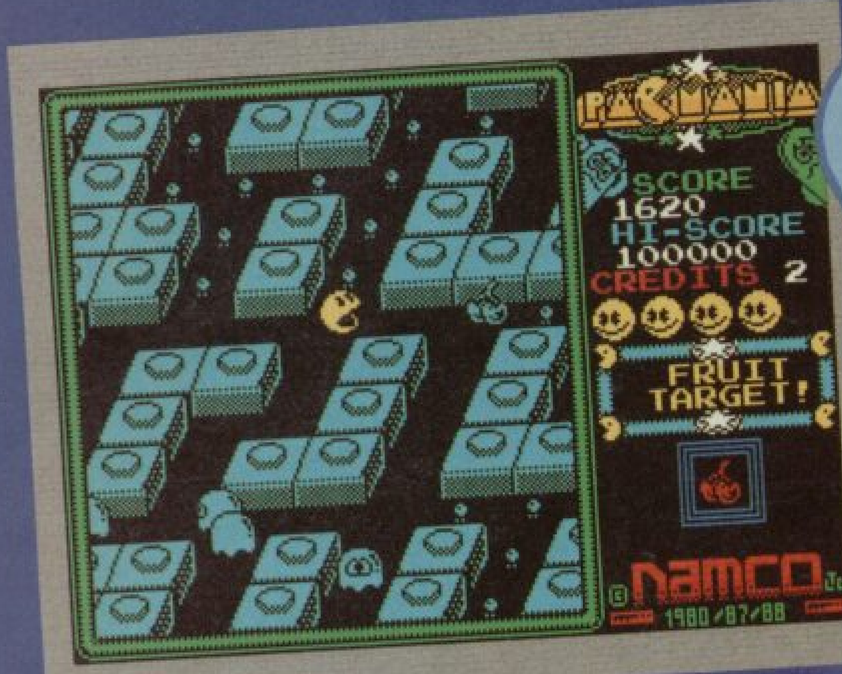
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8



Pick a Pacman! Calling a temporary truce to test out two variations on the arcade classic are the one-time *YS* lovebirds, *Gwyn 'Ghost Gobbler' Hughes* and *Rachael 'Power Pills' Smith*. It's amaze-ing how they'll make the peace for a few pounds.

Rachael: History time! First there was *Pong*, then came *Space Invaders* and *Defender*...
Gwyn: ... And then came *Pacman!*
Rachael: But games grew more elaborate. There was *Elite* and *Lords Of Midnight* and *Driller* and then ...
Gwyn: ... And then came *Pacman* again!
Rachael: Yes, even though programming has reached the pinnacle of sophistication, there are still thrills to be found in the old faves. Witness the great *Breakout* revival which has arcaders busting their blocks in a zillion different ways (Remember *YS's* very own *Batty?*) *Pacman* was first of the maze games complete with all the collecting and dodging you could hope for and not an alien in sight. *Pacman* was different ...
Gwyn: Yes. *Pacman* was boring. I can remember typing in a version of the game on my ZX81 and regretting the time I'd wasted!
Rachael: Wha'! You don't like little round hereos?
Gwyn: No, I think they're a load of balls.
Rachael: And what about mazes. You must like Hampton Court?
Gwyn: I don't know — I've never got my hampton caught!
Rachael: Gak! I can see this is going to be a bundle of fun. Load the first game, Maestro, and away we go ...



Rachael sure knows where her cherry is as she moves in for a bonus. But beware those ghosts milling around below. Bonuses flash in the window to the right whenever they appear in the maze and include apples, sweets, speed pills and temporary ghost gobbling potions, A nice touch is that when you kill a ghost its eyes float around the maze until it returns to base to be reborn.

PSYCHO PACMAN

Rachael: Yes, *Pac-Mania* is taking the country by storm as the big P goes crazy. Grandslam's official licence of the arcade machine is a classic conversion, complete with power pills which let you munch on ghosts, fruits to collect and wrap around tunnels which take you and those pesky ectoplasms from one side of the maze to the other. But where *Pac-Mania* really differs is in its scenery. Instead of the old over the top 2D view you get a 3D view into the landscape, which scrolls smoothly around.

Pac-Mania starts in Block Town, an easy level to get your appetite going. Pacman's Park, which follows, is tougher. A tunnel means you're in more danger from ghosts popping up where you least expect them. By level three, Sandbox Land, things really are getting tough. The troublesome spooks can jump across the blocks to cut you off, and the tunnel is a dual carriageway affair. But the Jungly steps is the most spectacular landscape, a steep climb with lots of angry ghosts who will catch you unless you're very lucky and reach a power pill.

Though the game runs on 48K there's a bonus for 128K owners — the tape automatically discovers how much memory you've got and crams in a musical soundtrack if there's room ...
Gwyn: It doesn't take machine code to tap my memory. I can remember a million games more interesting than this one. What the gormless tottie has failed to tell you is none of the levels is awesomely large. In fact they're pretty puny. Even the programmers seemed aware of this so once you've completed Pac Park for the first time, you have to do it all again before you move on. The same with successive levels. The whole thing is too easy and desperately dull.
Rachael: Not fair. You can go to any of the first three levels automatically, so you don't have to play the less challenging ones, and there's a nice 'credit' feature which sometimes gives you 10 seconds to return to the level you just lost, if you want.
Gwyn: Big deal — a free chance to prolong the tedium. You can send this one packaging, as far as I'm concerned!



In Sandbox Land the tunnel contains a problem. There are three pills stuck up a dead end which is very nasty if a ghost should suddenly appear. It may be worth leaving these till last, so you'll teleport to the next level once you eat them, if you're trapped. Followers of fashion will notice that Pac looks an awful lot like Smiley. Couldn't be he's into Acid House too, could it?



PAC-MANIA

IA V. MAD MIX



Tripping along the high road, Pepsiman has just popped through a trapdoor. These L-shaped road blocks tip over if you approach them from the correct direction, which can be useful if you've a ghost in hot pursuit – but be warned because if he's too close on your heels he'll get through with you. The white dots show where the spheres were and if the Ladybother passes over them, where new ones will appear.

CRAZY IRISHMEN

Rachael: Crazy Irishmen – Mad Micks – Geddit! *(Yes, and so will you if you crack any more like that! Ciarán)* *Mad Mix* is not a Pacman game. Of course it features mazes, spheres to eat, ghosts and the like, but that's not Pacman chasing – it's Pepsiman!

Pepsiland's landscapes are much more varied than Pacland's. There are one way systems which, when you get into them, drag you round until you've destroyed all their tiles, and trap doors to block off passageways. And somebody must have spiked Pepsi's soft drink with something psychadelic because Pepsiman keeps changing into other forms. 'Cos as well as the ghost-eating Angry Pepsiman there's the Pepsipotomus, a Pepsidigger and even a Pepsispaceship and Pepsitank which add a shoot 'em up element when you tread on the right squares.

And you'll need all the help you can get because there are several foes. As well as Ghosts there are Ladybothers, who create new spheres where you've eaten them, and Repugnants, who can 'clamp' spheres and make them inedible, just like the repugnant traffic warden who clamped my motor last Saturday.

Gwyn: Of course he's not so repugnant as this game. Sure there's more to do but the playability isn't as hot as it could be. The first round is so open-plan that you can't plan a proper course – the secret of success in all maze games. Things do look up in round two 'though, and round three is quite pretty!

Rachael: I'd tend to agree on the play balance, but once you get into it, *Mad Mix* probably has more lasting value.

Gwyn: If you mean it's sticky, like the soft drink it's been licensed from, you could be right. But I reckon too much of it would rot your teeth!

TO P OR NOT TO P?

Gwyn: What can I say? Neither of these games is exactly a major contribution to computer science. In fact they're such a step back I'd like to lose both of them in a maze. Dull and repetitive, but if I had to choose, I'd say *Pac-Mania* has it on playability even 'though it may bore you to death with déjà vu.

Rachael: Now that old misery guts has gone I can honestly say that it's good to see Pac back. Okay, so there are better games, but this is just the sort of simple entertainment that appeals to us simple souls. Hardened gamers probably will work their way through *Pac-Mania* more quickly so *Mad Mix* is probably their mega mix. However if you're a Pac purist you'd do well to go for the Grandslam game.

YS CLAPOMETER

PAC-MANIA

Grandslam /£8.95 cass

A classic Pacman variation with a nice 3D view and good play balance, but lack of variety will shorten its life.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

YS CLAPOMETER

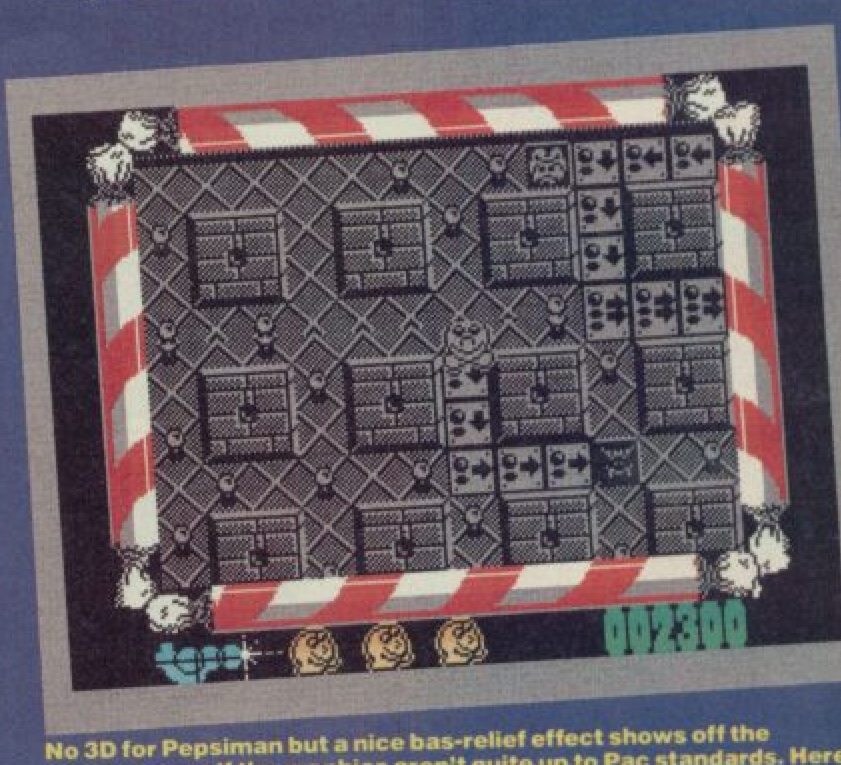
MAD MIX

US Gold /£7.99 cass/£11.99 disk

Pepsiman packs a fizz with some nice variations on a classic formula though gameplay is less well balanced.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8



No 3D for Pepsiman but a nice bas-relief effect shows off the scenery, even if the graphics aren't quite up to Pac standards. Here Peps – who looks more like a Corona 'fizzical' bubble – slides along a one way system, unable to stop himself. But the Angry Pepsiman symbol at the end means that he won't come out of it unprotected. With his teeth bared he can bite into the ghosts.

CYBERNOID II
THE REVENGE

YOUR SINCLAIR MEGAGAME

Hewson/£8.99

Marcus Phewwwwwwwwww ratatatatatatatatatatatatat, weeeeeeeeeeeeeee booom! Not that I'm a violent sort by nature, of course. GOT THAT? (Scrunch!) Good. But I do like a good shoot 'em up. It lets me release my more . . . er . . . anti-social cravings. I mean, hoooooooooooooooo blammmmo! If it weren't for a good shoot 'em up now and then, what would we all be doing? Pillaging and plundering and looting like Visigoths, probably. Perpetrating untold acts of unimaginable cruelty and violence, certainly. Or at least watching *Neighbours*.

But society will be a much safer place with *Cybernoid II* around. This is a really cracking shoot 'em up. Those poor saps who never saw the original *Cybernoid* (which was to *Exolon* roughly as a BMW is to a rollerskate) will be saying, "Huh! The old boffer's always saying that! Every game's the best thing since the toasted tea cake. He's really gone over the top this time. Let's go and buy *Ninja Ghostbusters* — that's only £1.99." To which I say — PAH!

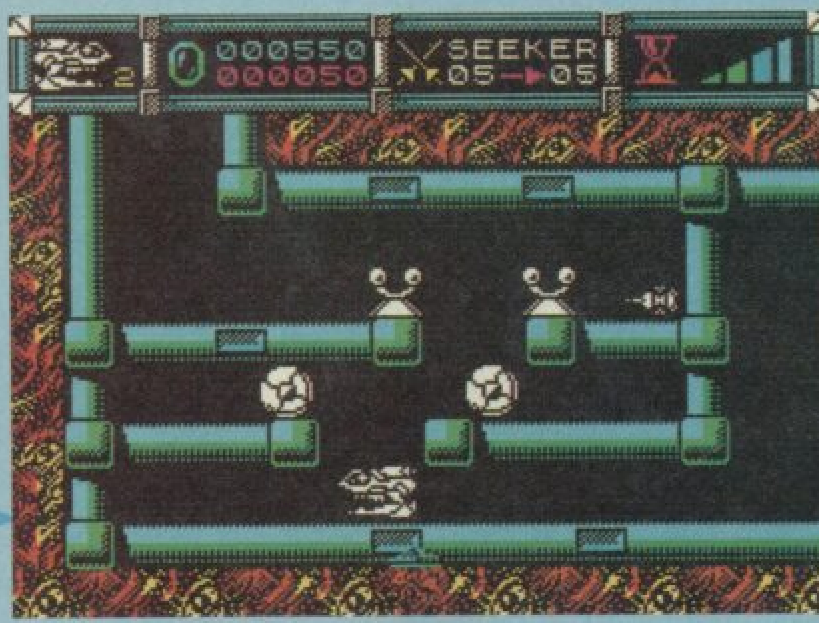
Of course, by the time you read this, *Cybernoid II* will be number one in the charts. If you played the prequel, you'll know what to expect: the puzzle-solving megablast that was *Cybernoid*, but refined further, made harder and with neater graphics than you'll find this side of the 16-bit. You'll need speed of reaction, speed of thought and nimbler fingers than Paul Daniels.

Most readers will of course know this already, as they'll have bought the October ish, read the preview and played the playable demo that appeared on the front cover. (So what are you doing reading this review then? Go on, clear off!) But for the few who have missed out and are wondering, as ever, what the fuss is all about, here are the wizard extra features that *Cybernoid II* has in store, with subtitles for the hard of hearing. (*Eh? Ed*)

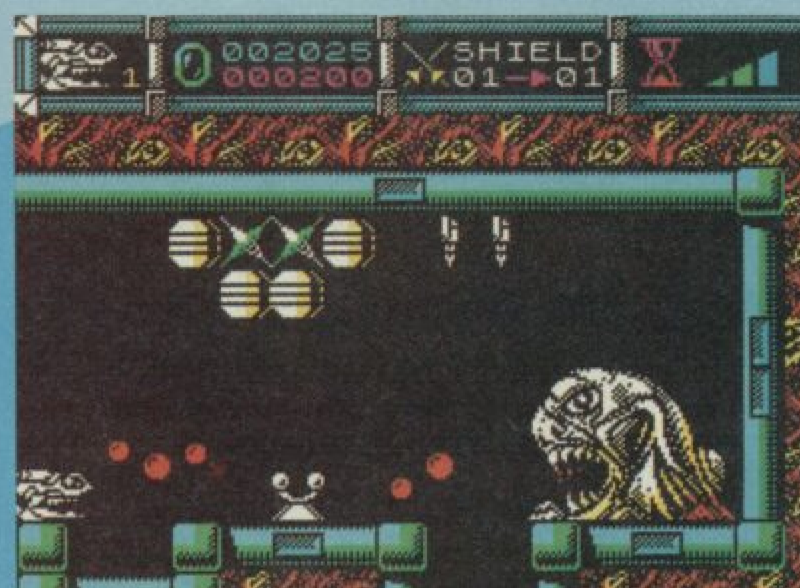
First, your Cybernoid super-spanky blaster ship has a few useful new weapon systems, some of which come ready fitted (you access them by pressing 1 to 5) and others of which you'll pick up along the way. 'Edge-following bombs' are not fans of U2 (as far as I know, that is), but hug the terrain before blowing up whatever's at the other end of the screen. Smart bombs you'll be familiar with from countless other games, and time bombs are even more useful: plant them next to the nasty, leg it and watch from afar as it disintegrates with a wazzy new *Defender*-type blast.

Your aliens too are a mite more advanced, having learnt perhaps from their mistakes the last time you tangled with them. There are baiter aliens which appear when you have been faffing around on screen for too long. There are armoured emplacements which can only be destroyed when open, and when destroyed suddenly spit out more aliens. Alien waves, before completely predictable, now alternate on the same screen — nasty, eh? And so on.

So what you're getting, in the end, is a souped-up, all-new-version of the bestest blaster we've seen on the beermat this year. If you went for *Cybernoid Un*, as the French would say, *Deux* will be music to your ears. If you didn't, it'll be Shakin Steven's Greatest Hits. The choice, mon ami, c'est à toi!



As you can see, the final version of *C II* isn't exactly the same as the demo you played (I think the bits we saw appear later on). So here is screen three, which presents a particularly tricky problem for those of us who find these perfect timing challenges something of a headache. The fact that it's horizontal makes it even harder. On with the shield, methinks . . .



That's about the only place you can hide, seems to me. Time for a Bounce, I'd say, and watch out for a concealed baiter within the frog-faced thing on the right. (There isn't one in there, but watch out for it anyway.)

YS CLAPOMETER

Lovingly fashioned follow-up to classic shoot 'em up. If all games were this good, I'd be very surprised.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

FIRST

THERE WAS

STAR WARS®

THEN

STAR WARS® THE EMPIRE STRIKES BACK™

NOW

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BRINGS YOU....

STAR WARS

RETUR

The third fabulous game of the Star Wars trilogy !

A stunning direct conversion of the coin-op which follows the thrilling action of the movie.
Three great levels of gameplay. . .
In the first level you are Princess Leia on her Speederbiker rushing through the forest of Endor.
Level Two sees you controlling Chewbacca's Scout Walker.
On level Three you are Chewbacca and Lando flying the Millennium Falcon.
Fight off T.I.E. Fighters, survive the lethal tube,
blast the reactor and turnaround from
the exploding Death Star.



A MAJOR ARCADE COIN-OP HIT



LEVEL 1



LEVEL 1



LEVEL 2



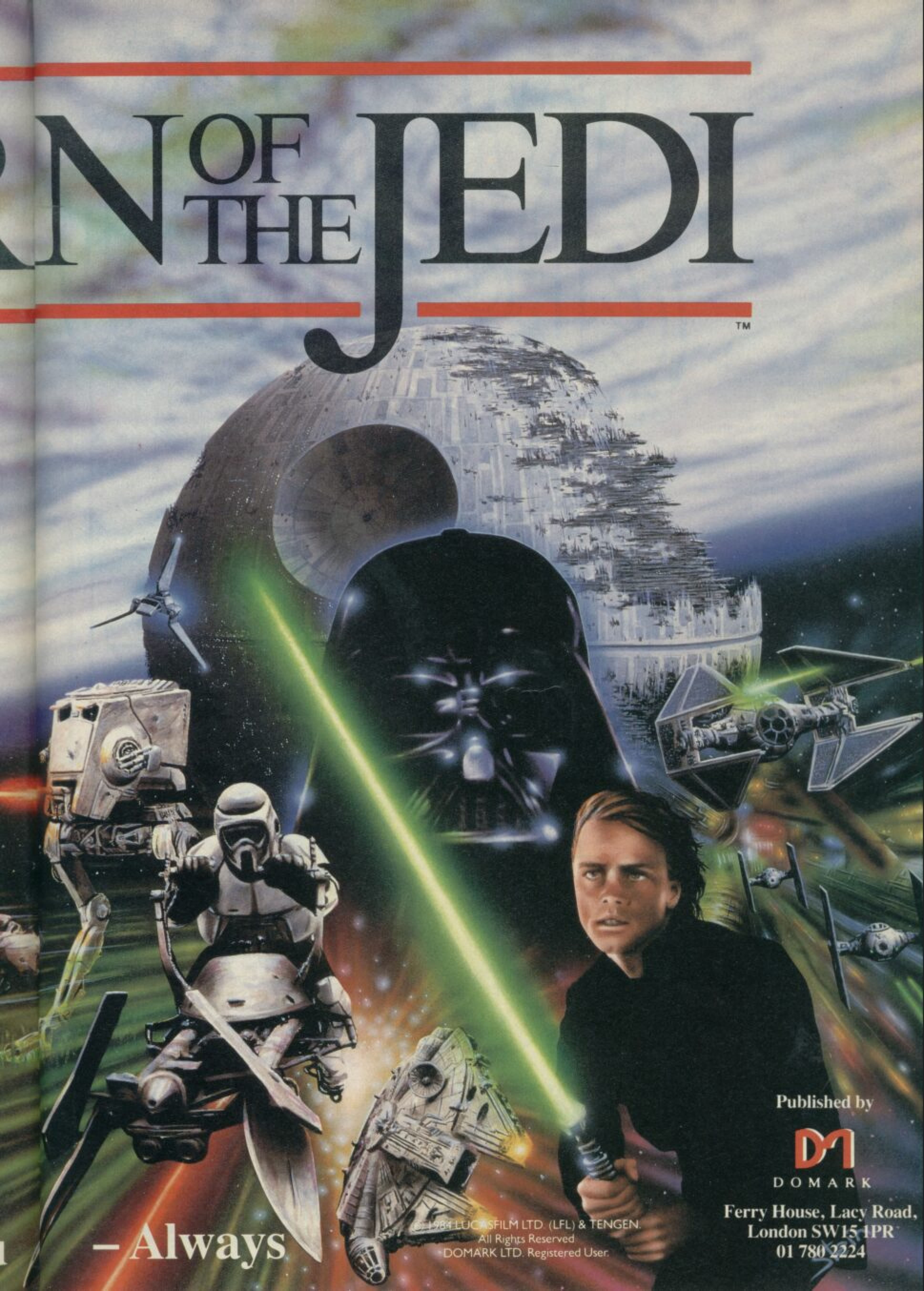
LEVEL 3



	Cassette	Disk
Spectrum	£9.95	£14.95
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Amstrad	£9.95	£14.95
Amiga		£19.95
Atari ST		£19.95

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May the Force be with you


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YS COMPO

Win Two Whopping Choppers and 50 Copies of *THUNDER BLADE*!!!



WORRA CHOPPA!



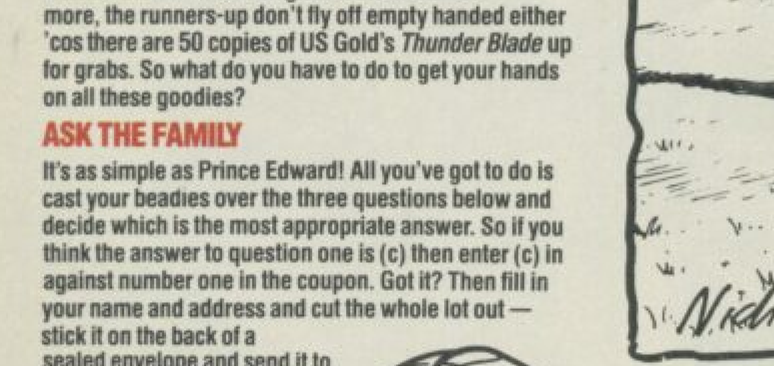
Who'd be without their chopper? Fergie only loves Andy for his giant beast. Miss Moneypenny goes a bundle on James Bond's Gyrocopter. And Magnum wouldn't be the same without his Huge 500, sorry Hughes 500! If you want to look well-wicked and attract all the girls you've got to have a Whirlybird - look at Ian Botham, Noel Edmonds and Mike Smith! Which is a bit of a shame 'cos we haven't got any to give away. Luckily for you though US Gold has been onto Chopper Squad and it can now offer you two really magnificent choppers to play with to celebrate the release of the coin-op conversion, *Thunder Blade*.

TREASURE HUNT

The two top prize winners 'copter' two fab radio-controlled non-fixed wing aircraft and what's more, the runners-up don't fly off empty handed either 'cos there are 50 copies of US Gold's *Thunder Blade* up for grabs. So what do you have to do to get your hands on all these goodies?

ASK THE FAMILY

It's as simple as Prince Edward! All you've got to do is cast your beadies over the three questions below and decide which is the most appropriate answer. So if you think the answer to question one is (c) then enter (c) in against number one in the coupon. Got it? Then fill in your name and address and cut the whole lot out — stick it on the back of a sealed envelope and send it to Oo-er Worra Chopper You Can Fly Me Anyday Compo, *Your Sinclair*, PO Box 320, London N21 2NB. And make sure your entry comes into land before 31st December, 1988, or it'll overshoot the runway.





1. Who flies around in a 'copter in ITV's *Treasure Hunt?*
(a) Anneka Semolina
(b) Anneka Rice
(c) Kenneth Kendall
(d) The awful old bag that does the weather

2. Which of these has the biggest chopper?
(a) James Bond (Gyrocopter)
(b) Prince Andrew (Sea King)
(c) Lloyd Hunnigan (It's big!)
(d) Magnum (Hughes 500)

3. What's the top speed of a helicopter?
(a) 2 mph
(b) 200 mph
(c) 2000 mph
(d) Too fast for Mike Smith and Sarah Greene

I'm a real high flier and here are my answers to prove it.

1...

2...

3...

Name...

Address......................................

....

.... Postcode....................

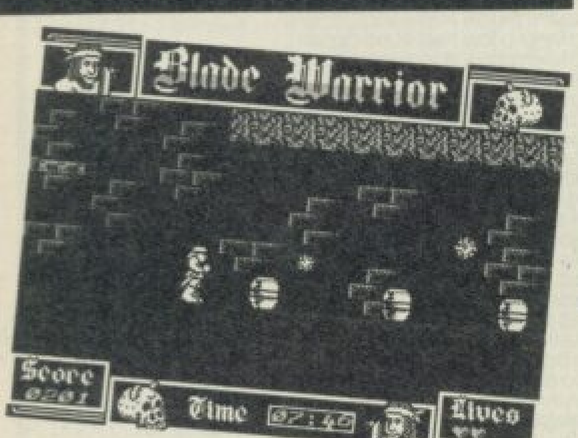
THUNDER BLADE RULES OK!

- Employees and ex-employees of Dennis Publishing Ltd. and US Gold will be thrown out at 10,000 feet without a parachute if they attempt to enter.
- Take off time is December 31st 1988. Miss it and your chopper will be chopped.
- The Editor's decision is final. (*I think! Ed*)

***Ben 'n' Skippy* take a seat in the stalls to play their way through this month's cut-price offerings! With a bit of help from the usherette of course!**

BARGAIN BASEMENT





BLADE WARRIOR

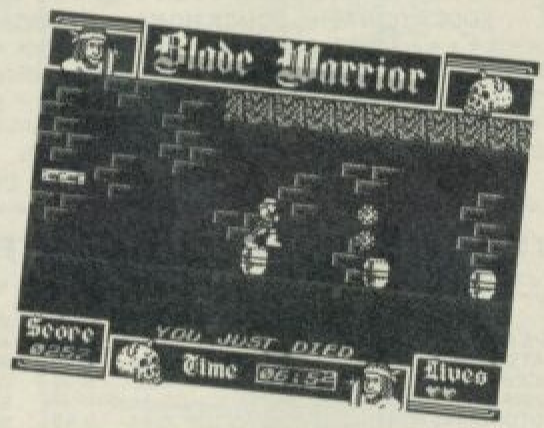
Codemasters/£1.99

Oo-er! Spooky! Many eons ago there lived an evil squire. HA!HA!HA! Who practised black magic. HA!HA!HA! And all kinds of spooky things. HA!HA!HA! Until one day he was put to death by his long suffering villagers. HA! HA! ULP! And that was the end of that.

Or so it should have been. 'Cept Codemasters hired his faithful manservant to put him all back together again, and now there's one big, black Death Demon roaming the land causing havoc, death and destruction. Oh no!

But someone has to stop him, and the local neighbourhood watch scheme have nominated you HA!HA!HA! So off you trot to collect seven special items, in a certain special order so you can complete the special magic spell which will get rid of the evil squire once and for all.

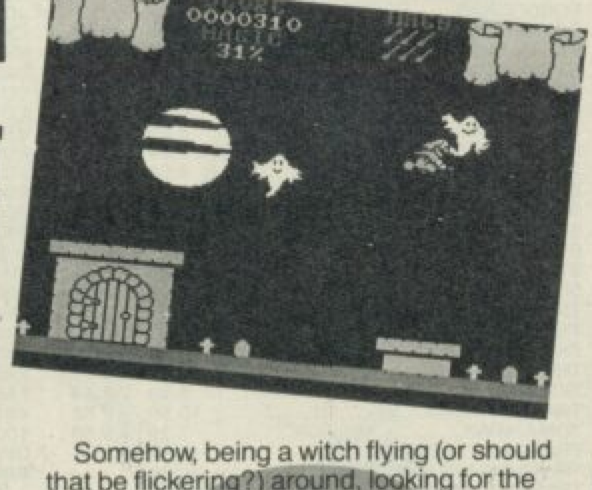
Thrilling stuff, yeah? Well, no. Tediously, terribly, totally, tackily boring. Give it a miss.



CAULDRON

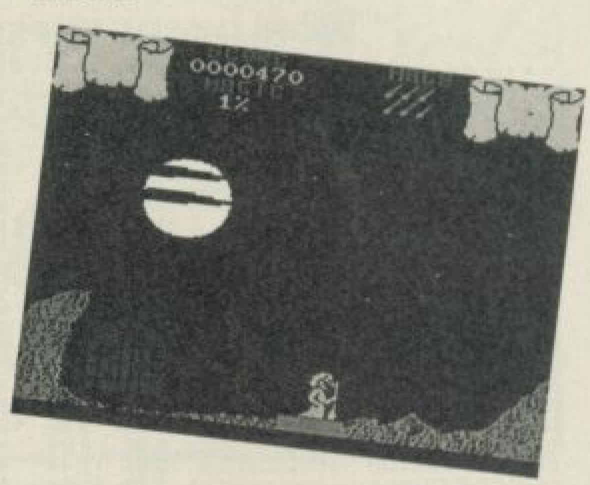
Silverbird/£1.99

But soft, what jiffy-bag thorough yonder postbox breaks? Why, 'tis one that holds *Cauldron*, a game the like of which hasn't been seen since the last time it was released and blimey, hasn't it aged?



Somehow, being a witch flying (or should that be flickering?) around, looking for the ingredients of a spell which'll give you a turbo-charged Golden Broomstick, just ain't the same kind of fun it was four years ago. And you don't even get a set of complimentary furry dice in the deal — bah!

Despite being a bit wrinkly however, *Cauldron* still doesn't play too badly and there are far, far worse games to be seen walking to the cash register with. If you haven't got a copy yet, *Cauldron* is well worth looking into. Just watch out for the eye of newt.

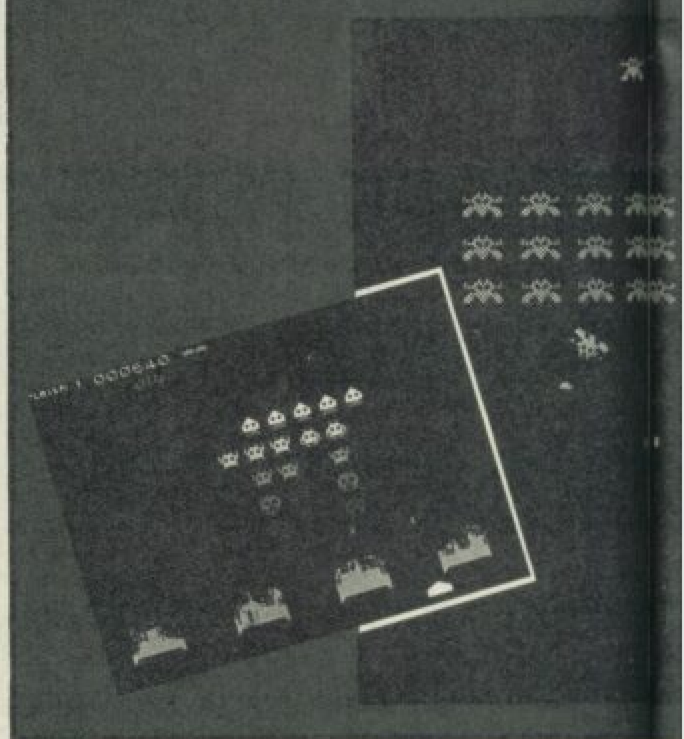


ARCADE CLASSICS

Silverbird/£1.99

Hey, all you crumbly Spectrum users! Forgotten what the first Speccy games played like? Then get a hold of this fabby package. 'Cos here's four golden oldies for you to view.

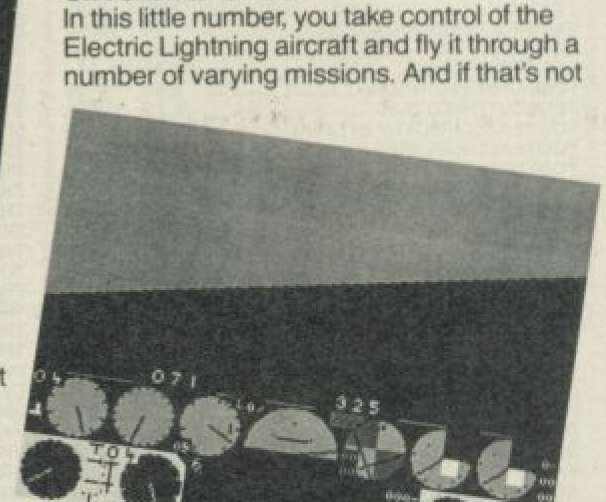
Remember *Space Invaders, The Galaxians, Combat Zone* and *Earth Defence?* Well they're all here nostalgia freaks.



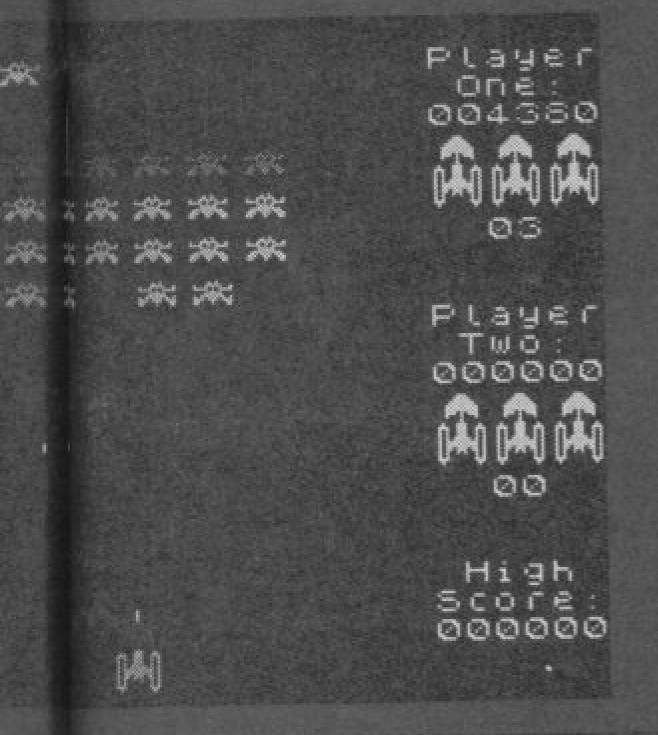
LIGHTNING SIMULATOR

Silverbird/£1.99

In this little number, you take control of the Electric Lightning aircraft and fly it through a number of varying missions. And if that's not

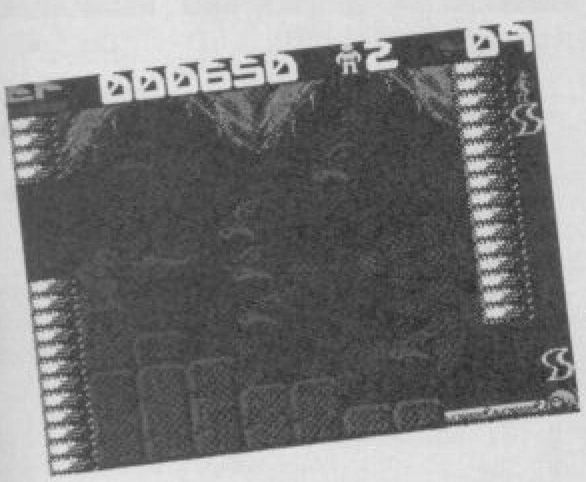


Okay, so maybe *Space Invaders* was a trifle dull and perhaps *Galaxians* was a custard slow. But *Combat Zone* was worth a play or ten and what about *Earth Defence* (a *Missile Command* clone)? Fast, fast and fast, just like it should be! Awful graphics and terrible sound. But who cares? It's got playability the like of which is rarely seen these days and makes a below average compilation into one which is really worth checking out. Buy it.



good enough for you, you can always make it even more lifelike by bringing in a reality factor like cross winds, system failures, G limit and queuing for three hours at customs!

Compared to games like *Empire Strikes Back* and *Starglider* the graphics in this just don't stand up — even if it is a budget title. Technically it could be excellent (we've never flown an Electric Lightning so we can't say), but as a game it's terribly boring. Fly over this one.



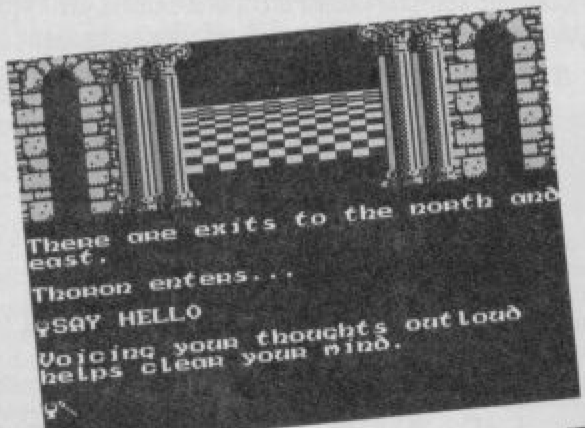
DRAGONUS

Zeppelin/£2.99

This is the first Zeppelin game we've ever seen and at first glance it's pretty good! It's got loads of well-animated graphics whizzing glitchlessly about on interesting backgrounds and there are even a few sound FX to help the action along.

The gameplay is on a par with the presentation too. Each new screen is a little more challenging than the last which makes it real compulsive playing.

Dragonus would have been great except for one hiccup in the gameplay's implementation — there are two characters, one of which can only be brought into play once you've a particular object in your pocket and the main character is standing on a special slab. It doesn't work! Shame really as it could have been quite good if you could complete it!



QUEST FOR THE GOLDEN EGGCUP

Mastertronic/£1.99

This is actually more Mike Gerrard's territory than ours 'cos *Quest For The Golden Eggcup* is actually an adventure. It's been created with GAC so there are plenty of nice illustrations to look at while you're wending your way through numerous locations.

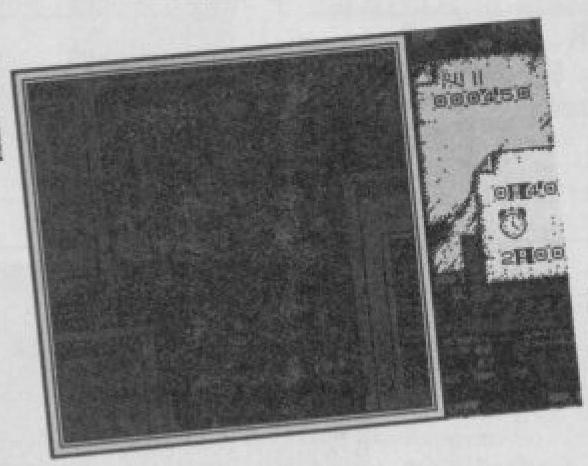
At the start of the game you're run over by a speeding C5 driven by an insane looking Pink Panther. You float up to meet God who asks you to get his Golden Eggcup if you want to be re-incarnated. And so you begin your quest.

Text input is simple enough and the game itself is quite humourously written. If you like adventures we think it's probably a reasonably good buy!

SKATEBOARD CONSTRUCTION SYSTEM

Players/£1.99

Phew! After an hour of messing about twiddling knobs we finally managed to get this one up and running on our trusty old Speccy! And unfortunately it wasn't worth it! SCS's lousy gameplay has been heavily disguised by pretty graphics and a beefy front-end, but Player's can't pull the wool



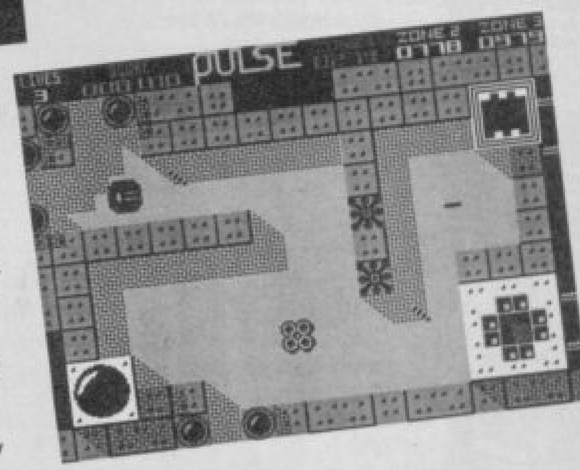
over Speccy gamesplayer's eyes that easily.

The construction system on the reverse side of the cassette is actually a darn sight better than the game itself and more fun to play around with too! Though the demo game plays rather like a cold, slippery wet fish (it's hard to get hold of) the scrolling is effective. Unfortunately, since any games you construct use the main game to run on, even your own designs will be just as unresponsive. Norralorrafun!

PULSE WARRIOR

Mastertronic/£1.99

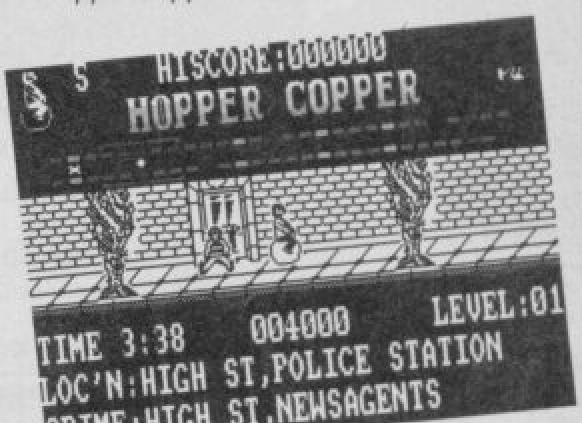
Graphics wise this game is pretty good but on the playability stakes it's a dog! It took us ages to work out exactly what we had to do — the instructions are a little unclear to say the least. But we did finally manage to discover that the idea was to pick up pulses of energy in order to destroy all aliens in the space station. Control is a bit haphazard and it's a real pain to re-define the keys after each game. As far as strategic shoot 'em ups go this is certainly not one of Mastertronic's best — you'd be better off buying *Thrust!*



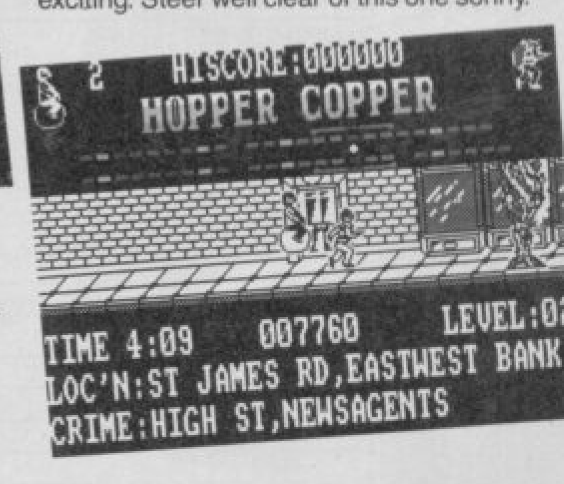
HOPPER COPPER

Silverbird/£1.99

'Ello, 'ello, 'ello, wot's goin' on 'ere then? Not a very good name game I'm afraid. 'Though *Hopper Copper* should've been fun.



With all your police cars nicked and a boingy space hopper being requisitioned to go in hot pursuit of burly criminals, you'd've thought it'd be kind of fun bouncing around, chasing and bashing up horrible criminals. But after five minutes play, struggling against dull monochrome graphics, jerky scrolling, dodgy control and slow response, you'll probably find penal detention a touch more exciting. Steer well clear of this one sonny.





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YS OFFERS



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Here we have an empty space to store last weeks toenail clippings!

Ugggggghhhh! A coat like this will do nothing for your street cred! And as for the Edinburgh Castle patch - pukey!

Bleuurgghh! Worra naff bag! The only thing worth carrying in a thing like that are three week old egg mayonnaise sandwiches and a wagon wheel. Yuk!

Clark's sensible shoes in the extra wide fitting for flat feet! Maybe useful for picking up the dog turds but have zilcho cruciality.

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Brad Ford

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PETE'S PUZZLERS

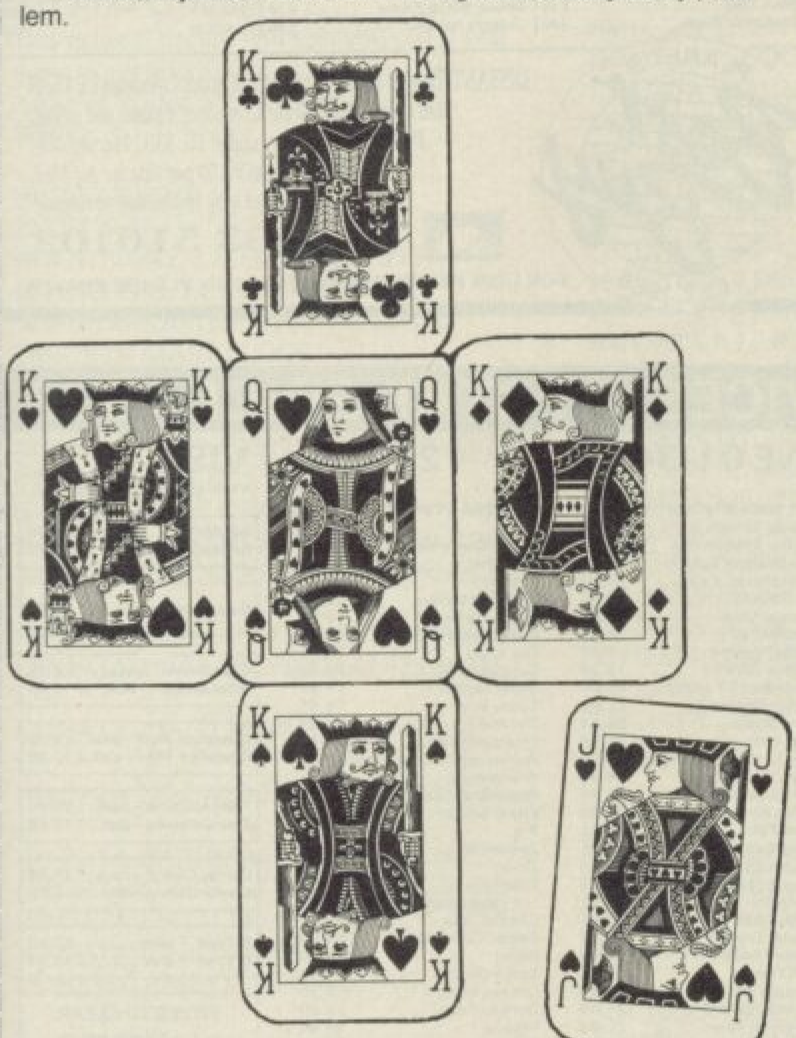
Are we all feeling clever? Good, then we'll let Peter begin. Prepare yourself for the brain taxation of the month with our very own Mensa member, *Peter Shaw*.

Prize Puzzle No. 8

PRIZE PUZZLE

After years of marriage to the King, The Queen Of Hearts has fallen for the Jack Of Hearts. The King though, has found out and, calling on the other Kings for help, he places the Queen in a tower and each King guards the entrances. The King Of Clubs stands to the North, the King Of Spades at the South, the King Of Diamonds at the East and the King Of Hearts himself stands to the West. All the Kings are armed with swords and axes, and the Jack is incapable of entering the tower without also entering into a fight. So, how does he reach the Queen without a knuckle-dusting?

Thanks very much **Stuart Hickey** for that very tricky problem.



If you want to be the owner of five new pieces of software then put your answers down on the back of a playing card and send them off to 'The Queen Of Hearts Has Baked Some Tarts And Is Tossing Them Out Of The Tower To The Jack' Compo, *Your Sinclair,* PO Box 320, London, N21 2NB. All entries received after the last day in December will be made to play croquet with a pink flamingo.

I'm no jam doughnut, here is how the Jack got to the Queen uninjured..

....

....

Name..

Address..

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.... **Postcode**....................

OFFICE BOYS

Mike, Pete and the Ed work in three adjacent offices. The Ed works in the middle one. The only three TV programmes that they can intellectually identify with are *Rainbow, Postman Pat* and *Play School,* not necessarily in that order. A few facts are already known . . .

1
The *Postman Pat* addict, whose middle name is not Thucydides nor Boudicca, and who once ate ten Mars bars in five minutes, runs, at least twice a day into Pete's office and pinches his (Oo-er) sweeties.

2
The *Playschool* buff, who has just come back from a weekend's sightseeing in Dzhibkhalantu, via the South Polar Ice Cap, kicks and beats frustrated fists on Mike's wall whenever a wild guess at the correct time on the *Playschool* clock turns out to be wrong.

The sixty-four pence question is; which programme does Mike find stretches his intellectual capacity to the limits?

Tie breaking question: What do the Greek historian Thucyidides and the revolting Boudicca have in common?

Thanks to the extremely witty and bright **Susan Alcock** of Sketty Park in Swansea for that excellently written puzzle!

HELLO, SWEETIE

Mike Christie of Clonakilty in Co. Cork definitely put his thinking cap on for this trickster . . .

There are 14 lumps of sugar and three cups of coffee. Sweeten all three cups using all the lumps of sugar, while putting an odd number of lumps into each cup.

A FAMILY PROBLEM

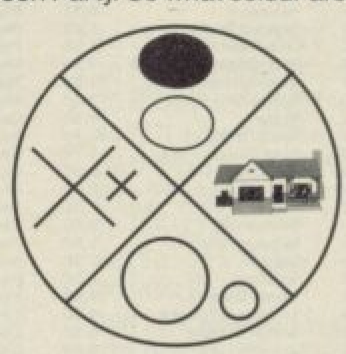
We're off to Aberdeen next to find out what little teaser **George Paterson** has dreamed up . . . Cheers Georgie!

A boy has as many sisters as he has brothers, but each of his sisters has twice as many brothers as she has sisters. How many boys and girls in the whole family?!

MULTI PUZZLER

Here's a huge multi-puzzler for all you bears of very big brains to puzzle over. It comes from **Thomas Vanner** in County Antrim. Ta Thomas!

Question 1: Which circle is the biggest?
Question 2: Which cross is the biggest?
Question 3: Which is the Peacock's egg?
Question 4: This is a green bungalow (honest!) Everything is green. The carpets, the cooker, the TV, the computer. In fact the owners are members of the Green Party. So what colour are the stairs?



STUCK?

When you've had enough mental gymnastics, turn to page 124 and you'll find the answers. Then send in your own puzzles, to Pete's Puzzles, *YS,* 14 Rathbone Place, London W1P 1DE. There's five games up for grabs if yours is the prize puzzle, and a gleaming new game for any others. See you next month puzzlers.

APPENDICES

APPENDIX I
MULTIPOKE HACKERS

Alkatraz Loader

This general hacker will sort you out if you want to get into anything that uses the Alkatraz loader, ie *Cobra* and *Bobby Bearing*.

```
10 CLEAR 65000
20 LET T=0
30 FOR N=64223 TO 64316: READ A
40 POKE N,A: LET T=T+A: NEXT N
50 IF T<>12120 THEN PRINT "DATA
ERROR IN MAIN BLOCK"
60 FOR N=N TO 1E9: READ A: IF A<256
THEN POKE N,A: LET T=T+A: NEXT N
70 IF T<>A THEN PRINT "DATA ERROR
IN GAME BLOCK": STOP
80 RANDOMIZE USR 64225
90 DATA 24,46,33,89,5,93,22,250,1,134,0,213
100 DATA 237,176,235,35,35,34,95,250,46,
122
110 DATA 112,46,215,116,46,207,54,188,33,38
120 DATA 210,34,126,250,225,49,61,251,221,
225
130 DATA 209,191,55,8,249,233,49,65,251,
221
140 DATA 225,209,59,225,193,205,29,251,24,
43
150 DATA 221,110,0,124,170,171,221,172,221
160 DATA 173,173,221,119,0,124,203,99,40,3
170 DATA 129,131,146,128,103,221,35,27,122
180 DATA 179,32,225,201
190 REM GAME DATA FOLLOWS
```

Firebird Hacker

A handy general purpose Firebird hacker, called the Bleepload, for you to bolt on whatever you like. Type it in now and save it for later use in this directory.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,159,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
```

Original Speedlock Hacker

Another Multipoke, this time for the original Speedlock. Play whatever tape from the start.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
```

Speedlock II Hacker

This is a general purpose hacker for all the new versions of Speedlock. We've used it a couple of times in some of the hacks in this directory, so why not type it in now to save time later!

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
```

```
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
```

Speedlock III Hacker

Another routine for lots of games with lots of data lines. This is for the Speedlock with multicoloured borders when it beeps. Play the tape from the start.

```
10 CLEAR 45e3: LET t=0
20 FOR f=3e4 TO 30139
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1077568 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30130)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 3e4
120 DATA 42,188,117,221,33
130 DATA 182,117,6,6,197
140 DATA 221,78,0,221,35
150 DATA 6,0,197,229,17
160 DATA 20,116,237,176,33
170 DATA 49,116,126,254,249
180 DATA 32,2,54,0,33
190 DATA 36,116,126,254,249
200 DATA 32,2,54,0,235
210 DATA 54,201,205,20,116
220 DATA 225,193,9,193,16
230 DATA 209,42,188,117,1
240 DATA 112,11,9,1,100
250 DATA 0,62,243,237,177
260 DATA 43,1,0,4,237
270 DATA 66,17,169,250,1
280 DATA 0,6,237,176,33
290 DATA 150,117,34,195,254
300 DATA 195,169,254,1,96
310 DATA 54,82,50,17,14
320 DATA 12,24,205,28,254
330 DATA 33,38,255,1,100
340 DATA 0,62,217,237,177
350 DATA 54,72,54,72,43
360 DATA 54,0,33,190,117
370 DATA 17,217,254,1,40
380 DATA 0,237,176,201,17
390 DATA 36,57,14,25,23
```

Speedlock 4

The latest version of the Speedlock group, again hacked to help you get on with the Pokes.

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237
140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
```

PowerLoad Hacker

Another routine with lots of data lines for lots of games. Whatever game you play, play the tape from the start.

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23438
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 FOR f=f TO 1e9: READ a
60 IF a>256 THEN GO TO 90
70 POKE f,a
80 LET t=t+(f-23429)*a NEXT f
90 IF t<>a THEN STOP
100 RANDOMIZE USR 23296
110 DATA 237,123,143,91,221
120 DATA 42,145,91,17,144
130 DATA 1,62,7,55,205
140 DATA 86,5,48,241,42
150 DATA 145,91,1,0,2
160 DATA 126,237,103,35,11
170 DATA 120,177,32,247,42
180 DATA 145,91,58,145,91
190 DATA 14,18,129,35,119
200 DATA 35,116,1,13,0
210 DATA 9,54,32,35,54
220 DATA 247,35,54,201,33
230 DATA 67,91,229,42,145
240 DATA 91,233,42,145,91
250 DATA 1,35,0,9,17
260 DATA 208,92,1,50,0
270 DATA 237,176,33,105,91
280 DATA 17,1,93,1,100
290 DATA 0,237,176,195,208
300 DATA 92,1,96,54,82
310 DATA 50,17,14,12,24
320 DATA 42,41,93,1,119
330 DATA 1,9,54,195,33
340 DATA 22,93,229,42,41
350 DATA 93,1,78,1,9
360 DATA 233,42,43,93,54
370 DATA 201,33,45,93,229
380 DATA 42,41,93,1,129
390 DATA 1,9,233
```

SoftLock Multipoke

A Multipoke for the Firebird turboload (the one they used before Bleepload). Play the tape from the start.

```
10 CLEAR 29999: LET t=0
20 FOR f=3e4 TO 30155
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1392299 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30146)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 3e4
120 DATA 58,206,117,50,179
130 DATA 117,50,191,117,221
140 DATA 33,203,92,237,91
150 DATA 204,117,22,1,62
160 DATA 255,55,205,86,5
170 DATA 48,238,42,205,117
180 DATA 38,93,34,75,92
190 DATA 1,33,0,9,17
200 DATA 0,70,1,28,0
210 DATA 237,176,235,54,32
220 DATA 35,54,237,35,54
230 DATA 201,33,78,202,237
240 DATA 75,75,92,205,0
250 DATA 70,42,75,92,1
260 DATA 125,0,9,54,201
270 DATA 14,55,237,66,17
280 DATA 132,117,213,233,33
290 DATA 171,117,213,17,175
300 DATA 255,1,100,0,213
310 DATA 237,176,209,33,88
320 DATA 255,54,205,35,115
330 DATA 35,114,209,49,0
340 DATA 0,195,0,255,1
350 DATA 96,54,82,50,17
360 DATA 14,12,24,245,221
370 DATA 124,254,255,40,10
380 DATA 58,0,91,254,33
390 DATA 40,5,221,117,0
```

```
400 DATA 241,201,17,0,91
410 DATA 33,211,255,1,30
420 DATA 0,237,176,195,0,91
```

MULTILOAD

On Multiload, add these pokes to location 64652 when using the GREEN/BLACK option:

0 = All masked black
1 = All black/blue
2 = All black/red
3 = All blue/red
4 = All black/green
5 = Black/cyan then blue/green
6 = Green/red then yellow/black
7 = Red/cyan then blue/yellow

Other numbers give the same results, or do not allow loading at all, so it is best to just stick with these.

SPECMATE (TAPE HYPERLOADS)

You can poke these numbers into 23844 (tone stripes) and/or 23901 (code stripes) for different colours. Other numbers give the same results, so it is best to just stick with these:

0 = Black/red
1 = Blue/purple
3 = Yellow/green
5 = White/cyan

APPENDIX II
STOP PRESS GAMES

Andy Capp

Infinite Alcometer and kisses, play the tape from the start

```
10 CLEAR 32767
20 LOAD ""CODE 65088
30 FOR f=65414 TO 65425
40 READ a: POKE f,a: NEXT f
50 POKE 65092,51
60 RANDOMIZE USR 65088
70 DATA 175,50,92,248,62
80 DATA 201,50,2,254,195
90 DATA 70,100
```

Arkanoid 2

For Infinite Bats on *Arkanoid 2*, care of the Speedlock 4 loader, type this program in...

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237
140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
520 DATA 109,241,124,13,213,91,6,11,9,205
,241,42,20,91,175,50,107,146,195,1,129,31,15,2
0,29,29,15,43,43,31,43,31,2316460
```

Blow Out

A re-release of the awesomely fast Design Design classic *Invasion Of The Body Snatchas*, but under a different name. Line 60 gives infinite lives and line 70 gives infinite smart bombs (but that makes the game pretty pointless). Play the tape from the start.

```
10 LET T=0
20 FOR F=5E4 TO 50033
30 READ A: POKE F,A
40 LET T=T+(F-49990)*A: NEXT F
50 IF T<>93076 THEN STOP
60 POKE 50027,152
70 POKE 50030,157
80 RANDOMIZE USR 5E4
90 DATA 221,33,203,92,17
100 DATA 128,1,62,255,55
110 DATA 205,86,5,48,241
120 DATA 33,104,195,34,100
130 DATA 93,195,216,92,175
140 DATA 50,21,0,50,211
150 DATA 0,195,0,165
```

Brainstorm

You always complete a screen regardless of your score using this Bleeploading hack.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
```

```
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,8,169,1,121,175,0,77,144,195,0,
128,697912
```

Chain Reaction

Delete lines 40-60 if you don't want the option. Each gives an infinite amount of whatever is in the REM statement.

```
10 CLEAR 24999
20 LOAD ""SCREEN$
30 LOAD ""CODE: LOAD ""CODE
40 POKE 42117,0: REM jet
50 POKE 43646,0: REM rad
60 POKE 43339,0: REM time
70 RANDOMIZE USR 32768
```

Crosswize

Immortality with the Bleepload again! When will it ever end?

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
```

```
340 DATA 252,9,175,57,195,62,175,50,56,132,
195,0,91,701648
```

Cybernoid

In this routine, line 90 gives infinite bombs, shields, mines, bounce and seekers, line 100 gives infinite lives and line 110 gives immortality. Play the tape from the start.

```
10 CLEAR 25999: LOAD ""CODE
20 FOR f=23392 TO 1e9: READ a
30 IF a>255 THEN GO TO 50
40 POKE f,a: NEXT f
50 POKE 64531,249
60 RANDOMIZE USR 64512
70 POKE 65149,91
80 RANDOMIZE USR 65082
90 DATA 175,50,72,134
100 DATA 175,50,.235,153
110 DATA 62,195,50,165,153
120 DATA 195,96,109,999
```

Dan Dare

This routine is for the Mastertronic re-release, not the Virgin original (which had a turboloader) so don't try to use it on that. Again, you can delete certain lines if you don't want that particular feature. Line 40 gives infinite energy, line 50 gives infinite ammo, line 60 gives infinite time, line 70 lets you fall any height without dying and line 80 stops you being put in prison when a Treen in Sector 3 gets you. Play the tape from the start.

```
10 CLEAR 25599
20 LOAD ""SCREEN$
30 LOAD ""CODE
40 POKE 47732,201
50 POKE 43544,0
60 POKE 46913,0
70 POKE 42870,24
80 POKE 42111,0
90 RANDOMIZE USR 39E3
```

Denizen

Delete any lines from 60-90 if you don't want an infinite amount of whatever is in each REM statement. Play the tape from the start.

```
10 CLEAR 24499: MERGE ""
20 POKE 23854,201
30 RANDOMIZE USR 23831
40 POKE 46329,201
50 RANDOMIZE USR 46091
60 POKE 58269,0: REM energy
70 POKE 60822,0: POKE 60823,0: POKE
60824,0: POKE 61107,0: POKE 61108,0:
POKE 61109,0: REM door passes
80 POKE 58594,0: POKE 56506,205: REM
torch
90 POKE 61226,0: REM bullets
100 RANDOMIZE USR 62600
```

Earthlight

For various options (as shown in the REM statements), type in this Bleeploader based routine.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
102 POKE 32885,195 :REM for infinite lives
104 POKE 32888,200 :REM for infinite fuel
106 POKE 32891,201 :REM for infinite
ammo
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 93,15,172,157,95,175,50,106,0,50,
84,0,50,162,0,195,0,96,706140
```

Falcon The Renegade Lord

Dig out the Speedlock II hacker if you want infinite time, stamina, and power of will, in this game!

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
```

```
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 255,127,198,228,192,237,102,251,
192,241,102,255,109,255,60,255,138,91,175,50,
197,176,103,111,34,13,176,195,0,91,175,50,254
,254,195,245,254,164297
```

Firefly

This Speedlock 4 hack gives you infinite lives and stops the teleports going round (so you can't fail).

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237
140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
520 DATA 240,240,249,13,218,91,7,11,2,80,
241,26,38,91,175,50,144,177,62,201,50,150,170
,195,0,235,15,20,43,31,31,29,43,15,31,43,29,23
44728
```

Gunrunner

Infinite lives and/or choice of start level, play the tape from the start

```
10 BORDER 0: POKE 23693,0
20 CLEAR 25317: POKE 23658,8
30 INPUT "INF LIVES Y/N ";I$
40 IF I$="Y" THEN LET I=0
50 IF I$="N" THEN LET I=61
60 INPUT "LEVEL 1-10 ";L
70 IF L>10 THEN GO TO 60
80 LET T=0
90 FOR F=51200 TO 51252
100 READ A: POKE F,A
110 LET T=T+(F-51190)*A: NEXT F
120 IF T<>240641 THEN STOP
130 LOAD ""CODE
140 RANDOMIZE USR 51228
150 POKE 64530,201
160 RANDOMIZE USR 64511
170 POKE 65097,0: POKE 65141,64
180 POKE 65098,200
190 POKE 51241,I: POKE 51246,L
200 RANDOMIZE USR 65082
210 DATA 205,118,254,33,40
220 DATA 200,17,198,128,1
230 DATA 13,0,237,176,201
240 DATA 128,223,181,209,177
250 DATA 144,141,139,151,206
260 DATA 198,199,200,33,0
270 DATA 252,17,255,251,1
280 DATA 19,0,237,176,201
290 DATA 62,61,50,19,192
300 DATA 62,1,50,28,188
310 DATA 195,198,187
```

I, Ball II

Here's a hack using the Bleepload to give you the features listed.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
101 POKE 32885,177 for infinite lives
102 POKE 32888,148 for infinite time
103 POKE 32891,170: POKE 32894,170 for
immortality
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,20,205,231,96,175,50,80,0,50,
121,0,50,92,0,50,99,0,195,86,169,715616
```

Mag Max

Dust off your copies of the Speedlock II hacker and you can have infinite lives with this routine.

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
```

```
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 255,191,23,229,192,237,76,132,
192,241,76,136,73,136,34,136,233,135,175,50,1
03,228,49,167,97,195,0,192,89485
```

Ninja Scooter

It's Bleepload time again, so drag it out for infinite lives on yer Scooter.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,13,174,41,156,175,50,72,176,
62,201,50,40,179,195,0,168,713428
```

Plot, The

Guess what? It's Bleepload time again. This hack provides infinite energy *or* infinite lives. Change line 105 according to what you prefer.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
105 POKE 32885,174 for infinite energy or
105 POKE 32888,183 for infinite lives
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,11,222,57,195,175,50,114,0,50,
252,0,195,0,255
```

Stainless Steel

Another routine with lots of lines to delete. Line 30 gives infinite shields, line 40 gives infinite lives and line 50 gives infinite fuel. Play the tape from the start.

```
10 CLEAR 24899: LOAD ""CODE
20 LET S=0: LET L=0: LET F=0
30 LET S=187
40 LET L=183
50 LET F=190
60 FOR N=64068 TO 64083
70 READ A: POKE N,A: NEXT N
80 POKE 60664,250: RUN USR 6E4
90 DATA 175,50,100,S,50
100 DATA 134,S,50,17,F
110 DATA 50,143,L,195,68,97
```

Target Renegade

Up to the minute with Speedlock 4 for infinite lives now. Go for it...

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237
140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
520 DATA 233,240,0,14,221,91,6,13,1,73,
241,35,188,97,33,35,34,34,157,246,33,53,249,3
4,159,246,195,128,158,31,15,43,31,31,29,43,15,
31,29,43,20,29,2359836
```

Teladon

Delete lines 80-100 if you don't want the option. Each gives an infinite amount of whatever is in the REM statement.

```
10 FOR f=23394 TO 1e9: READ a
20 IF a>255 THEN GO TO 40
30 POKE f,a: NEXT f
40 LOAD ""CODE 24023: BORDER 0
50 CLEAR 37499: POKE 24097,91
60 RANDOMIZE USR 24023
70 DATA 205,98,5,245,175
80 DATA 50,245,254: REM laser
90 DATA 50,105,140: REM oxygen
100 DATA 50,129,140: REM lives
110 DATA 241,201,999
```

Terramex

For infinite lives, play the tape from the start

```
10 FOR f=23296 TO 23329
20 READ a: POKE f,a: NEXT f
30 RANDOMIZE USR 23296
```

```
40 DATA 221,33,203,91,17
50 DATA 46,1,62,255,55
60 DATA 205,86,5,48,241
70 DATA 33,27,91,34,129
80 DATA 93,1,8,93,195
90 DATA 8,93,175,50,252
100 DATA 169,195,0,143
```

Time Flies

Back to the Bleepload once more for immortality in *Time Flies*.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,8,163,57,195,175,50,41,137,195,
91,156,701274
```

Tour de Force

For infinite heat and/or energy, play the tape from the start.

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23341
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>143986 THEN STOP
60 POKE 23301,179: REM heat
70 POKE 23310,164: REM lives
80 RANDOMIZE USR 23319
90 DATA 33,18,91,17,65
100 DATA 0,1,5,0,237
110 DATA 176,175,50,78,0
120 DATA 195,0,125,175,50
130 DATA 98,165,0,221,33
140 DATA 61,92,17,160,0
150 DATA 62,255,55,205,86
160 DATA 5,48,241,62,91
170 DATA 50,148,92,195,75,92
```

Trap Door

This protection system was quite clever. It used certain registers set by the commands in the Basic program- quite a neat touch.

Anyway, here's a routine for infinite time. Play the tape from the start.

```
10 LET T=0
20 FOR F=23296 TO 23454
30 READ A: POKE F,A
40 LET T=T+(F-23286)*A: NEXT F
50 IF T<>1681107 THEN STOP
60 RANDOMIZE USR 23296
70 DATA 221,33,203,92,17
80 DATA 130,2,62,255,55
90 DATA 205,86,5,48,241
100 DATA 221,33,77,95,33
110 DATA 171,93,17,0,80
120 DATA 1,18,0,237,176
130 DATA 235,54,16,35,54
140 DATA 236,35,54,201,33
150 DATA 189,93,17,118,200
160 DATA 1,118,27,205,0
170 DATA 80,49,151,99,229
180 DATA 33,217,93,54,195
190 DATA 35,54,70,35,54
200 DATA 91,225,195,194,93
210 DATA 17,0,75,229,197
220 DATA 33,221,93,1,13
230 DATA 0,237,176,235,54
240 DATA 16,35,54,241,35
250 DATA 54,201,193,225,17
260 DATA 154,99,205,0,75
270 DATA 175,50,242,93,205
280 DATA 236,93,62,195,50
290 DATA 157,254,33,128,91
300 DATA 34,158,254,195,232
310 DATA 254,53,95,49,16
320 DATA 13,11,23,62,195
330 DATA 50,202,254,33,148
340 DATA 91,34,203,254,33
350 DATA 205,83,17,107,50
360 DATA 195,164,254,49,151
370 DATA 99,62,201,50,84
380 DATA 172,195,205,254
```

APPENDIX III
ERRATUM

Welcome to the 'everyone makes mistakes' section of *Smash Tips*. We've had a lot of enquiries about this partwork ever since the first issue, but here's hoping that this section will sort out the frustrated hackers amongst you.

ALL GAMES THAT USE THE ORIGINAL SPEEDLOCK HACKER

Yup, the Speedlock Hacker was one of the first to be bitten by the bugs. So, the cure is to use this listing instead.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
```

```
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
```

Deviants
Ooops! Change line 50 to the following and you'll be fine!

50 POKE 39165,91: RUN USR 38e3

Down To Earth
You'll probably have already spotted this square bracket (]) at the end of line 270

Dynamite Dan II
Change line 30 so that it reads;

30 READ A: IF A>255 THEN BORDER 0: RANDOMIZE 1267+USR 23400

Alright now, matey?

Elite 128K
Many of you had problems getting this one in., So here's the simple soution...

First delete lines 270 & 280, then,

2
Load your game up in 48K mode

Simple as that!

Frank Bruno's Boxing
Alter the data line 140 so that it reads;

140 DATA 144,135,205,86,5,62,237,55,221 ,33,1183

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YS Adventu

I promised to mention this letter from **Jennifer Thompson**, so I'll put it first then I won't forget it. Jennifer wants a solution to *Redhawk* and a pen pal, though not necessarily in the same envelope. In *Redhawk* she specifically wants to know how to arrest Fusor, the rat and the others, and where is the bomb? The pen pal should be aged 11-13, an adventure player and male or female. I think most of our readers are either male or female, with the odd exception, so that's a start. If you fit the rest of the bill write to Jennifer at 13 Maybrook Walk, Harpurhey, Manchester M9 1XN.

Ian Preston from Stafford sent me a solution to Zodiac Software's *Fairly Difficult Mission*, and had the following to say about the game. 'This is a brilliant game, and why a major software house hasn't bought it yet I'll never know. So please give the game a plug, and give me some credit in your esteemed publication.' Two wishes granted at once, and some clues from Ian's solution, then. How to solve the adventure inside the adventure? TSEHC KCOLNU DNA YEK TEG. Your verdict on this game? LUFWA. What to do at the well? ELDNAH EHT NRUT. What to do with Norris? SWOC EHT OT MIH DEEF. What to do with the gents? GAF DNA LANIRU ENIMAXE. What does the ticket man want? REPAP EHT. **Tony Cheung** is going crazy in London NW8 trying to open the flash light in *The Big Sleaze*. Luckily for him the psychiatrist is in, and the advice is to try to stop to open it, just, THGILHSALF OTNI YRETTAB TRESNI. And the next patient pleasé...

Ah, it's **Simon Thompson** of Lurgan, obviously beyond help but I'll do my best. Simon says he's solved everything in part one of *Rigel's Revenge* except for the cellar and the gap. Ahem, what you mean, Simon, is you've solved everything you've found so far — something from the cellar will enable you to cross the gap, and then there are just one or two more problems to solve after that. Some general hints for part two? Remember that Smart Egg loves red herrings, and you won't be able to get into every building that's standing around. Don't leave the Android till you know a number, and don't forget to look in and under things, as well as examining everything, of course.

Stuck in this same game is **Roger Stanley** of Cheddar in Somerset, but what he wants to know is where the basement is and where this gap is that he keeps reading about! If you can't find those you really are in trouble! To get into the basement you should go down as soon as you're fired on, and that won't happen until you EDACIRRAB REVO BMILC. The gap is found in Suburbia, but to make your way round there you first have to TSOPPMAL A BMILC.

And still in the same game — blimey, this one did sell well. Can't be long before Smart Egg quits its humble Brighton abode and moves into palatial West End offices, I bet. Anyway, **Scott Craddock** of Salford is almost at the end of part one of *Rigel* and asks how to cross no-man's-land without getting blown up. Several things are needed here. First you must be wearing: MROFINU DNA SENOHP-DAEH. You must NGIS EHT DAER. You must use the ROTCETED ENIM, and set it to SENIM. And then you plot your way across no-man's land... and into part two. Lucky you.



William Snowden of Cheshire is jinxed in *Jinxter* on his +3, being unable to open the dome in the jewel room. He's worked out how to do it in principle, but has trouble with the sliding blocks. You have to do it in the following sequence, 3-2-7-6-1-8-5. And those numbers are forwards, but the next bit is backwards: SEMIT NEVES SIHT TAEPER. Then slide 3-9-5-3-4 and that should work!

You don't need a +3 to play **John Wilson**'s games, just a sense of humour and a lot of determination, as **Gavin Welch** from London N19 is discovering. In *Fuddo and Slam*, how do you cross the river with the ladder? T'NOD OUY. How do you get through the cobwebs? LENNUT OG YAS/MALS OT KLAT. What do you do after turning the pages on the calendar and finding the one of T'zer wearing nothing but a smile? What else but EGAP EVOMER. What to do with the elf in the Olde Shoppe? EXA NA YUB DNA KLAT.

Simon Barnfield writes from Stroud in beautiful Gloucestershire, but didn't enclose an sae so he has had to wait till now to know the answers to his problem in *Play It Again, Sam.* Simon says (so it must be true) that he's managed to get into Silvia's apartment and safely out again, but can't get any further. Well in Silvia's apartment you would have found a bag, and if you examine everything in the bag you'll find another address to go to. Simon also has a complete solution to *Rigel's Revenge* if anyone requires a copy. Send your sae's to him at 4 Church View, Bread Street, Ruscombe, Stroud, Glos, G16 6JT.

Now for some help on *The Bard's Tale*, from **Peter Bartlett** of Sutton Coldfield, who must know what he's talking about as he's managed to get beyond Level 20. I'm not going to write all this backwards, so skip forwards to the next paragraph if you don't want to read it. Or just close your eyes for the next bit. Peter advises against changing any of your 'A' team till you are at least at Level 5, then get rid of Rogue and Bard to create a Magic User and either a Warrior or Paladin. Always have three Magic Users, he says, as what is the use of a Fighter who can do nothing else? Make the new Magic User become an Archmage, and the most useful spells to have are Mind Blade and Mysh Orymca, which can make the difference between life and death. Finally, when attacking Gollums don't bother having any illusions as they always see through them, and always kill wizards! I'm sure Peter would like to hear from any fellow *Bard*ists out there, so contact him at 57 Hemlingford Road, Walmley, Sutton Coldfield, West Midlands B76 8JD.

Chun How Tang of Birmingham is caught up in *S.M.A.S.H.E.D.* and offers some tips. To get a key for the locked door. REPPOHC NI TAC EKAT. I won't

URES NEWS

say what happens, but there's a key in there somewhere! To find Clingon: STNIRPTOOF WOLLOF DNA HTRAE HCRAES. But then Chun How wants to know how to get Clingon back to the camp. CITEHTSEANA FO EGNIRYS HTIW BAJ. How do you get the pearls? TUGTAC HTIW DAERHT DNA SLLIP EHT LLIRD. How do you get some oil for the jeep? T'NOD OUY.

Dennis Francombe of Dunnington is stuck in that golden oldie, *The Final Mission* from *The Ket Trilogy*. No good trying to win the compo, Dennis, as **Tom Frost** walked off with the video long ago! Never mind, there's still the challenge of the adventure and what Dennis needs to know is what will get him past the Guardians of Gate One and Two, how to get past the King of the Warts and what use is the handle? For Guardian One, 9-6-2-0 YAS. Guardian Two: GNIRREH DER. King of Warts: GNIVRAC EHT MIH WOHS. The handle: ENORHT NI TRESNI.

Chris Pieri's back again, and stuck again, this time in *Gnome Ranger* and *Fuddo And Slam*. In the first, you can't break down the witch's door, NROCINU EHT NOMMUS. To do that you SEPIP EHT YALP. To get out of the desert in *Fuddo And Slam* you need a compass of some kind. To get one GNIRTS DNA ENOTSEDOL ESU. To deal with the dragon DROWS A TI EVIG. To make a torch SGIWT DNA GNIRTS ESU. To light it NOGARD EHT KSA.

The Adventuring Major is back. He's having multifarious Multiface difficulties with some of the titles though, such as *Mindshadow*, *Fairlight II* and all the Ultimate games. If anyone has had the same problems and discovered how to get round them and get those games onto disk to speed up the loading, write to Major W. Beardwell Ret'd, 6 Manor Park, Norton Fitzwarren, Taunton TA2 6SG.

As you know, I do my best to help people out, and it's particularly pleasing to help out **Geoff Wallis** and his family from Crouch End in north London as, according to Geoff's letter, 'Enclosed are a whole batch of questions which have been puzzling us for several generations now.' Several generations! I know the Spectrum's been around for a while, but that long?? In *Play It Again Sam* in the Casablanca the right answer for Rudy is AIVLIS ROF GNIKOOL. In *Mindshadow* DERAJ LLIK OT KO S'TI. To shoot the roundhead in *St Brides* you need NUGTOHS A. And in *Shrewsbury Key*, the adventure with the best parser in the known universe, to board the bus you PU BMILC. To make the raft you TAOB EKAM . Isn't it obvious? I mean, if you had to make a boat you'd type TFAR EKAM, wouldn't you? So I hope that keeps Geoff quiet for another few generations...

Venture forth with Mike Gerrard



● Destiny's the name of a new label from Mediagenic, whose address is strangely enough still Activision House, 23 Pond Street, London NW3 2PN. On this new label is to be released a 'new' adventure, *King* programmed by St Brides and based on an epic poem by Marc Pierson. I describe it as 'new' because the poem's been around for a few years now, and the release of an adventure based on it was first announced by another software company, now defunct, quite some time ago. It'll be interesting to see whether St Brides have managed to make it a state-of-the-art adventure.

The story is set in a world that's ruled by the grotesque figure of King, and this character's so grotesque that not even his mother loves him. In fact when he was born the midwife slapped his face 'cos she thought it was his bottom. He is gross, he is revolting, he is diabolical, and what's more he's got absolute power over everyone. I bet you can guess the next bit. Right, only one person is brave enough to defy him, and that is you, Dogsbreath — sorry, Dogboy. Yes, you alone must struggle to lead your people to freedom. Now there's a novelty!

● I'm still eagerly awaiting the arrival of a review copy of *Ingrid's Back!*, the follow-up to *Gnome Ranger*, copies of which will of course be whizzing their way to the winners of the compo we held when the first game came out. Pete Austin says that the programming's finished and the printers are busily printing, or will be when they come back from holiday, so everything looks good. Well, except Ingrid, of course, she hasn't changed. What has changed, though, for Speccy Plus 3 owners at least, is that there'll be graphics on the disk version! Wha-hay and hoop-di-doo!! Only black and white ones mind, but then even owners of Big Macs only get black and white graphics. The cost of the three-parter will be £19.95 on disk and £14.95 for the text-only tape version for other Spectrums.

● Most of the news this month concerns fanzines, which has to be healthy as it shows people are getting up and doing things for themselves. The best example I've seen is *Pandemonium*, a fantasy and RPG fanzine that has been very professionally produced by editor Matthew Di-Monti, who can be proud of his efforts. Matthew sent me a copy of issue 14, which shows that it's been around quite a while. At 60 pages it's good value, and now he's hoping to increase the coverage of computer adventure games introducing a regular adventure column. Would-be columnists can apply to Matthew at 42 Kings Lane, Little Harrowden, Wellingborough, Northants NN9 5BL, and would-be readers can send 70p for the latest issue.

The first issue of the *ZAT* fanzine has also plonked on my desk, and this one's a bit smaller at 24 pages but has a very interesting 3-page interview with Fergus McNeill in it. Lots of the first issue is given over to adventure games, and while it's no *Adventure Probe* yet, it'll be interesting to see how it develops. Details available by sending sae to Dave Ledbury, PO Box 488, Tweedale, Telford, Shropshire TF7 4SU.

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THE BEAST

Marlin Games continues to ring the changes with its releases, and this time it's a massive 128K text-only tape-based game, giving you a mystery to solve in a real-time framework with lots of character interaction too. And it's every bit as good as previous games from author Linda Wright, like *The Jade Stone* and *Cloud 99*.

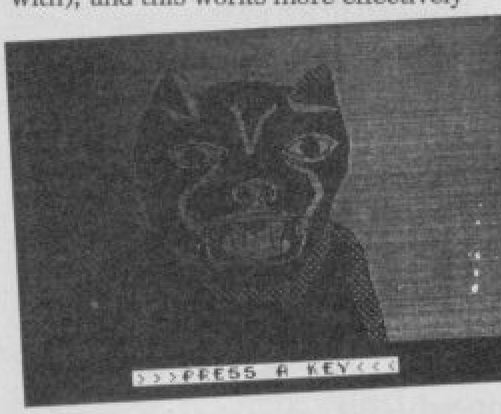
The Beast is a fictionalised version of the story of The Beast Of Exmoor, the wild cat that is said to be loose on Exmoor but which hasn't yet been caught or identified for certain. At least I think that's the case — local readers can correct me if I'm wrong. In *The Beast* you're a reporter on a local paper, and one morning your mail's brightened up by a letter from a Miss Myrtle in Myrtle Cottage, Puddlecombe, which tells you about sightings of a large black animal on Torrack Moor outside the village, where a sheep has been killed. The vet says it's not the work of a fox or a dog . . .

Just the thing for a good front page story, and your editor, C. D. Slime, thinks so too. Go about it the right way and he may even dig deep into his pockets for some expenses. Well, deep for an editor, as he hands you a fiver — just about enough for the bus fare to Puddlecombe. Inspect your office thoroughly first, though, and keep an eye on the clock at the top of the screen. The command TAKE ALL FROM DRAWER worked, and provided me with a timetable which showed that the only bus to Puddlecombe left at 9.48 — and it was already 9.33. Yikes!

Graphics in the game are limited to some of the objects that you EXAMINE (X for short), such as the letter, the timetable, a jumble sale notice and a few other things. Reasonably done, but I think Linda Wright would admit that she's no Picasso. She's a dab-hand with *PAW*, however, as you discover when you get to the village. The time element is very well handled. The church bell rings on the hour and half-hour, which serves as a useful reminder to you because certain places are only open at certain times. If you're outside the pub at 11 o'clock you'll hear the clock strike, see the landlord open the doors and watch the first customer of the day walk in, but bear in mind that The Puddle Arms hasn't yet taken advantage of the new all-day opening hours!

Down the road the mobile library has arrived but only for a couple of hours, so here's one problem you have to solve before it goes away again. Most other places kindly display their opening hours, but even when the vet's open you can't get past his receptionist unless you've got a sick animal — and can you find a sick animal when you want one?!

There's plenty of chatting with other characters (and plenty of them to chat with), and this works more effectively than in some adventures. At least you usually get some kind of response, and you soon learn the subjects you can talk about. This provides you with several clues along the way, but I'd make very frequent use of the SAVE command (not just RAMSAVE) as you'll often find that the place you want to visit has just shut for the day!



The Beast is a very 'user-friendly' adventure too, which you can afford to be if you've got 128K to play with. If you find something useful you'll frequently pick it up automatically, doors will open if you've got the right key, and there are handy containers of various sizes: your wallet, your pocket and a rucksack. I'd advise finding the rucksack ASAP, as one time I bumped into the vicar who asked me to do him a favour and handed me a key, but my hands were full, the vicar disappeared, and so did the key! I did manage to track him down again later, though.

There's definitely a lot of pleasure to be had out of this game. Beginners should find themselves slowly piecing together the clues, and working out the right order for solving the problems, while old hands will admire many of the features as well as the depth of the game. In other words a thoroughly good adventure with something for everyone — that's the beauty of *The Beast!*

Rating	Score (out of 10)
Graphics	□□□□□□□□□□
Text	■■■■■■□□□□
Value for Money	■■■■■□□□□□
Personal Rating	■■■■■■□□□□
	6

Title .... *The Beast*
Publisher .... Marlin Games, 19 Briar Close, Nailsea, Bristol BS19 1QG
Price............£4.50 (128K tape versions only)

KIND SOULS

Hobson Bullman offers to answer questions (but not give full solutions) on *Lord Of The Rings, Shadows Of Mordor, Golden Baton, Hobbit* and *King Arthur's Quest*. Send those sae's to 5 Manor Avenue, Fulwood, Preston, Lancs PR2 4DN. Also from the best county in the world is **Jonathan Borer**, 14 Foxcote, Astley Village, Chorley, Lancs PR7 1XE. Jonathan can help on *Rigel, Star Wreck, Necris Dome, Neverending Story, Smashed, Inspector Flukeit, Play it Again Sam* and *Imagination*. He also wants to know where he can get hold of a 128K version of *Stormbringer*. Any offers?

A budding millionaire, that's obviously **Alan Forsyth** of 18 Newmarket Road, Cringleford, Norwich, Norfolk NR4 6UE. Alan's got solutions to several games, but asks for a small payment to cover the cost of photocopying. At 10p a time you can have *Football Frenzy* or *Inspector Flukeit*, while 20p per part gets you *Wolfman, Frankenstein* or *The Big Sleaze* (each in three separate parts) or the first part only of *Jack The Ripper*.

Chris Delahunty won't be charging but will answer questions on *Rigel's Revenge, Play It Again Sam, Velnor's Lair* and *Shard Of Inovar*. Chris's abode is 44 St John's Way, Thetford, Norfolk IP24 3NW. Note that if a Kind Soul offers to answer your questions, *don't* write and ask for a full solution to the game, it's a waste of your time and theirs — just tell them where you're stuck, that's all.

LOST SOULS

John Alderman says he's caught the adventure bug a bit later than most, and he blames it on his son who's a computer buff. Very catching, that bug, especially within families! John's now stuck at the very start of *Knightmare*, and can't get out of the first location. Send your cures to 2 Hofheim Drive, Tiverton, Devon EX16 5QD.

"Dear backward-writing fools," begins the letter from **James Metheson,** who ends by saying "PS Why do you keep writing backwards?" I only put the answers to problems backwards as not everyone wants to read them in case they're playing that adventure and trying hard to figure out the answers for themselves. It takes all the fun away if you just read the answer, and it's annoying if it happens accidentally. Satisfied now, James? Well let's have less of your cheek or we'll do the whole magazine backwards one of these days just to annoy you. Ooops, nearly forgot why James is a Lost Soul in the first place. How do you get the sword-sharpener to sharpen your sword in *Philosopher's Stone?* Answers, written backwards of course, to 60 Castle Rd, Newport, Isle Of Wight PO30 1DP.

On *Toot 'n' Come In*, how do you get over the lava pit and what's the command for placing the board on the tables? And any help at all on *Cricket Crazy* part two. These requests from **Jonathan Borer,** 14 Fozcote, Astley Village, Chorley, Lancs PR7 1XE.

ADVENTURERS INTERNATIONAL

"Hejsan suejsan Mike!" That's the greeting from **Ulf Borjesson** up there in Scandinavia, so I only hope it isn't rude. Ulf asks about *Souls Of Darkon*. How to take the crystal from the robot without self-destructing (ANSWER), what to do at the blacksmith's (ANSWER) and is there anything to do at the altar except press the carving (ANSWER)?

Edwin Smit is otherwise known as a Very Lost but Slightly Kind Adventurer International. The address, before I forget, is Droenenpark 12, 2411 HC Bodegraven, Holland, and you'll need that if you're a kind-hearted soul yourself. Edwin says the only adventures he's got are rather old ones, as it's not easy to buy them in Holland — well we all know how difficult it is even in the UK, so imagine what it's like if you live abroad! Anyone with adventures to sell, swop or give away should contact Edwin, who also asked me how to get the film into the camera in *Terrormolinos*, which he thought he couldn't do because of not knowing the right English words. Could be, the answer is, MLIF TRESNI. In *Kwah!*, the lift that you get to go up but not go down: maybe it just won't go down! Thanks for the solution to *Secret Mission*, Edwin, and for saying I can pass it on to anyone who wants it. If there was room I'd print some tips from it.

USER UTILITY SPECIAL

Get use from those utilities. Here's a few hints and tips from adventure writing readers on how to get the best out of *GAC*, *Quill* and *PAW*.

HACK INTO *GAC*

Stephen Gallagher of Solita, Hazelhatch, Celbridge, Co. Kildare, Eire writes 'I've written a short Basic program to convert *GAC* adventures into data files, which is useful for inspecting commercial adventures written using *GAC*. It certainly works on *Matt Lucas*. By the way, make sure you include the 18 x's in the REM statement in line 1.'"

```
1   REM xxxxxxxxxxxxxxxxxx
10  FOR a=23760 TO le9: READ b: IF
    b<256 THEN POKE a,b: NEXT a
15  PRINT "REWIND TAPE TO
    START OF HEADERLESS
    BLOCK"
20  RANDOMIZE USR 23760
30  INPUT "NAME FOR DATA
    FILE...";a$
40  SAVE a$CODE 42271, 23194
50  DATA 55,62,255,221,229,221,33,
    192,93,17,79,159,205,86,5,221,
    225,201,999
```



THE RETURN OF THE ANAGRAM

The anonymous (and who can blame him?) reader known as the **Abertillery Anagram** is into utilities in a big way and writes to share his discoveries with the world at large.

'The temptation of fame in the mag is so great that I'm enclosing some bits of advice for you to print.

Random Messages *(GAC)*

If you have your random messages starting at message N and there are X messages, then to print a random message use IF (condition) MESS (RAND (X)+N) END. This can be used in any condition type.

Saving Penalties *(GAC)*

A small extension to an adventure would be to introduce a penalty each time you save [as in the original mainframe version of *Colossal Cave Adventure*, which didn't allow you to get to the end-game if you had used the SAVE command. Mike.]

IF (VERB 141) SAVE DECR (0) OKAY END

Character sets *(GAC)*

The best method is to load in your own character sets before the main adventure. First save your character set as code to a separate tape. Save your data from *GAC* as a runnable adventure to another tape, then create a loader for your program.

```
10  PRINT "PLEASE
    WAIT...LOADING"
20  CLEAR 64599
30  LOAD "" CODE 64600, 768 (your
    character set)
40  RANDOMIZE 64600
50  POKE 23606, 88
60  POKE 23607, 251
70  LOAD "Your adventure"
```

Then SAVE "loader" LINE 10.

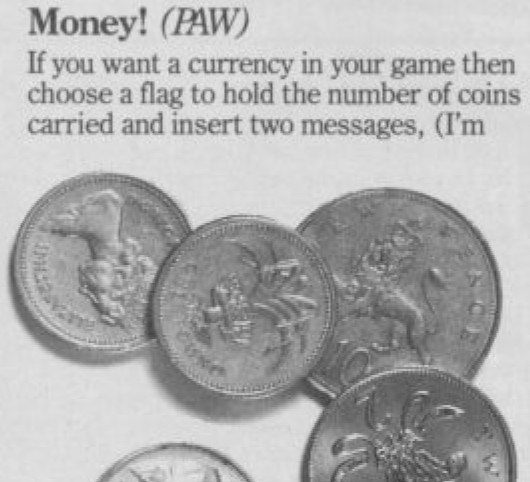
So on your final tape you would first save the loader, followed by the character set and finally the main adventure. To insert a loading screen just add:

35 LOAD "" SCREEN$

and save your screen after your character set.

Money! *(PAW)*

If you want a currency in your game then choose a flag to hold the number of coins carried and insert two messages, (I'm



carrying' and 'coins' so that if flag 100 held the number of coins and the messages were 1 and 2 a contact could read:

MESSAGE 1 PRINT 100
MESSAGE 2 DONE

Containers *(PAW)*

First put your container's name in nouns with a value of 50 or more so that it will be recognised as 'it'. Put in the object text the name of your container and note down its number. Under Object Weights remember to put it as a container. Under Words put it's noun and adjective, if it has one. Insert the location with the same number as the object and leave it blank. So for

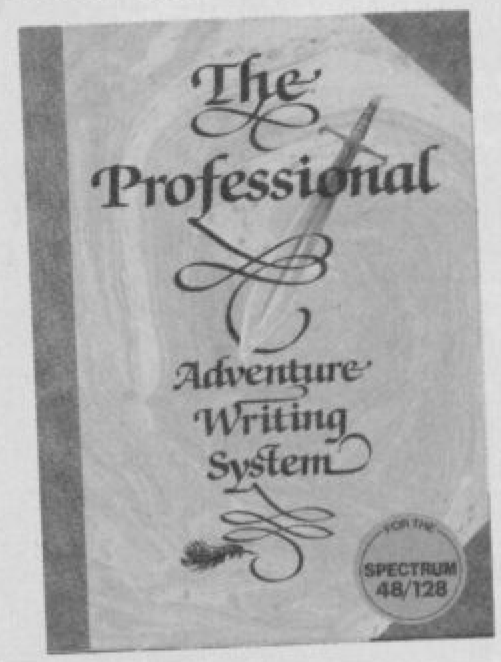
OBJECT 7 — LOCATION 7

Put the following into response:

1 PUT — 0
PREP IN NOUN 2 (container)
PRESENT (container number)
AUTOP (location of inside container)
DONE

Finally, if you do use the tips say Hello to Fricker and Gladis for me — please!

Consider it done, Oh Anagram, and if anyone has any queries on the routines write to 1 Morley Road, Abertillery, Gwent NP3 1TP.



CONWAY'S CORNER

At last I've decided to give **Conway The Barbarian** a chance to burst into print in *YS*, which he's been dying to do for ages, so as to prove that he's not dead yet. Here he explores what he calls 'The Subtle Side of *GAC*'. Here are a few notes as well as some very short routines which may come in useful when writing *GAC* adventures. A couple are amendments to those in *The Ultimate GAC Guide* from The Essential Myth. No apologies for this as a couple do need some alteration to make them work perfectly.

Pre-Start Information

"Have you played Ransom but been unable to figure out how the programmer was

able to get information on the screen before your first command? Well, here's how Enter as the description of room 9998 the information you want printed, change the 'Begin Where?' option to read '9998' and then change the line in High Priority which checks to see if it is the first turn and hence sets markers to:
IF (RES? 6) SET 6 LF MESS 238 HOLD 65000 * 23 LFs * GOTO 1 END
I am using marker 6 to check if it is the first turn and message 238 to say 'Press any key'. Any further commands such as the setting of markers should be placed after the GOTO 1 statement. Basically, it works like this. If it's the first turn (RES? 6), stop the program carrying out the commands on this line after that turn (SET 6), tell the player to press a key (MESS 238: remember that the information you want to print up — the description of room 9998 — has already been displayed and so the LF is needed to start printing on a new line), wait until he does so (HOLD 65000), scroll everything off the screen (the 23 LFs) and then go to room one, the first proper location. If you're using the routine above for adding the full stop then you must put in MESS 237 (assuming that this is the full stop message) after the GOTO 1 or you won't get one for the initial description.

Saving And Loading

When a player saves a game position in a *GAC* adventure a few strange things happen. *GAC* reverts to graphics mode, even if you were in text beforehand, and clears the screen in white paper. Nothing to worry about if you are writing a graphic adventure because the room picture is drawn immediately the save is completed, assuming you have put in a LOOK after the SAVE command. But what if you are writing a text-only adventure? If so, use the following line instead of the one you originally used for saving:
IF (VERB 14) SAVE TEXT * 23 LFs * LOOK WAIT END



This assumes that SAVE is verb 14. With this method the screen is cleared in the current paper colour rather than in white and in text mode instead of graphics mode. The same applies to loading, assuming LOAD to be verb 15:
IF (VERB) LOAD TEXT * 23 LFs * LOOK WAIT END
Again, this is a far neater way of doing things.

The Full Stop Problem

Do you ever get annoyed when you can't get a full stop at the end of a room description when it has a 'You can also see' message tacked on at the end? And you can't put MESS '.' END at the top of High Priority because you can't get them at the end of everything? Then use this routine at the top of High instead:
IF (SET? 0) RESE 0 MESS 237 END.
Message 237 (or whatever number you prefer) must be defined as just a full stop and message 253 must have a full stop added to the front like so, '.You can also see'.

This line prints a full stop at the end of every room description including any additional messages printed with them, so long as you are careful about the placing of full stops in these — one at the very start but none at the end. You must not put a full stop at the end of the room descriptions, however, otherwise you will get a double full stop. Mind you, this does give you one extra character for the description! Note also that adding MESS 237 at the end of the Low Priority line dealing with the inventory command makes that output neater by printing a full stop at the end.

General Notes

Contrary to the manual, OKAY is not MESS 254 WAIT but rather MESS 254 LF WAIT, hence the blank line printed afterwards. To get rid of this annoying feature simply replace all OKAYs with MESS 254 WAITs. To prevent other annoying blank lines appearing you need to insert a line somewhere to do *GAC's* work for it. For example, to stop the blank line after message 242 (Pardon?) appearing, insert,

IF (NOT VBNO) MESS 242 WAIT END at the top of Low Priority. Using IF (NOT VBNO) takes less memory than IF VERB 0 or IF VBNO 0.
Save memory by using token words in place of numbers. Rather than,
IF (VERB 51 AND NOUN 14) GOTO 14 WAIT END
use, IF VERB 51 AND NOUN 14) GOTO NO1 WAIT END
instead. Each replacement of a number by a token word (such as VERB, NOUN, ADVE) saves one byte and can easily build up a sizeable saving.

Finally, because of the complex procedures governing whether a player is in a light or dark room, and whether there is a light source available, I recommend that a player not be allowed to drop a lantern once he has picked it up, otherwise such problems as room descriptions followed by 'It's dark — you can't see' messages can crop up. If anyone has got round this, I'd love to know how!"

So if anyone can shed some light on this, and also recommend a good superglue for making sure picked-up lanterns can't be dropped, contact Matthew Conway, 1 St George's Terrace, Station road, Lambourn, Berkshire RG16 7PW

QUICK PLUG

Reader **Stuart Lord** of Edinburgh sent me in his adventure, *Border Harrier*, to preview, and although I wasn't able to review it I did want to pass on his praise for one particular company.

"I'd like to recommend the products of Kelsoft, a one-man firm specialising in 'Fictioneering'. Gerald Kellet has



produced at least three software programs which complement *The Quill*. *QUAID*, which is designed to help you de-bug a *Quill'd* adventure; *The Fix*, which he describes as a system extension and effectively enhances *The Quill's* parser; and *The Replicator*, which helps you to reproduce adventures 'en masse'. He has also worked in tandem with Gilsoft to produce *PAW TEL*, *PAW PHOSIS* and a Mega-overlay which combines two of *PAW's* overlays into one, these last three being offered as part of the upgrade pack for *PAW*. If you have *GAC* then he has also published *The Reclaimer*, which will recover memory lost as a result of deleting an entry. Yes, it's true! When you delete an entry using *GAC* you don't recover the memory, so if I create a *GAC* adventure which takes up all 48K, then delete everything, I am left with a blank file which takes up all of my computer's workspace! I would thoroughly recommend Kelsoft to you and to anybody who has *Quill*, *PAW* and *GAC*, and their address is Kelsoft, 28 Queen Street, Stamford, Lincs PE9 1QS."

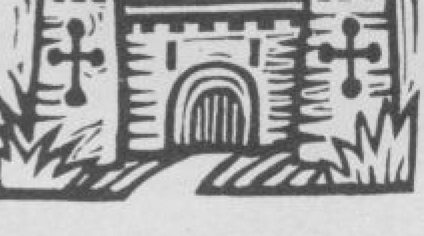


● "Can you give the Spectra Computer Club a plug?" asks one letter this month. Sure, will a 13 amp do you? Oh, the other kind of plug. Right will do, as I'm always happy to give fanzines and clubs a mention. This one's run by R.J. Murphy, 19 Drumleyhill Drive, Kilmarnock, Ayrshire KA1 5EJ.

Kilmarnock's also the home of Haggisoft, publishers of the *Monster* adventure, and as a result of a plug from Haggisoft most of the club members so far are adventurers, and a healthy adventure interest is promised in the monthly newsletter. Subscriptions are only £2 per annum, mainly to cover the cost of postage, and the first newsletter includes an article on *Understanding Your Spectrum* from David Haggerty of Haggisoft. Members can advertise free in the newsletter, and air their views on Spectrum matters, so if you don't want to fork out £2 just yet, simply send sae for further details.

● **Now, what's the most popular hobby in the UK? No, it's not playing with your Spectrum, its not even doing rudies, it's angling (as any fool knows). And now, at last (cue trumpets), the first fishing adventure! This has been written by reader Paul Cardin using *GAC*, *GACPAC* and *Artist II* for the very impressive loading screen. Its the kind of game that might have got a review if I'd a bit more space (DROP HINT), being quite well done but nothing out of the ordinary. Unless, that is, you're an angler and used to terms like 'cast in,' 'reel in' and 'strike,' all of which are described in the introduction for you.**

The game is called *The Inner Lakes* and the aim, which is at least different from leading your people to freedom, is to catch the Irish Record Tench. If you do have an angling bent, or even just a bent pin, you might like to try this one, so get your skates on and send £1.99 to Paul Cardin at his plaice, which is 3 Lonsdale Villas, Wallasey, Merseyside L45 4PG. You'll have a whale of a time. Just don't play it if you've got a haddock, that's all. (*Oh blimey! Ed*)

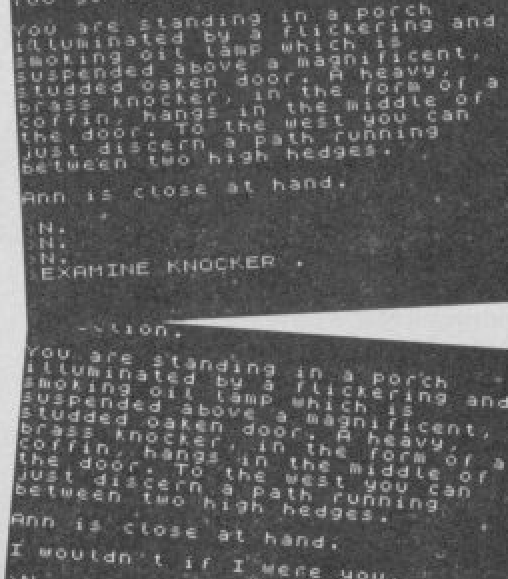


ONE DARK NIGHT

This adventure by Paul Brunyee is more home-grown than most as he's written it all himself in assembly language. That alone makes it worth a look these days! Paul's system allows for multiple inputs, recognition of ALL/IT/AND/THEN and commands like RAMSAVE — though you've only got four of these in any one playing session.

The title tells you what it's about — yes yet another dark and stormy night and you and your companion are travelling across unfamiliar moorland looking for shelter for the evening when a flash of lightning topples a tree that falls and bars your way. The keys are stuck in the ignition, the car won't start, and there seems nothing for it but to get out and explore the dark driveway that you can just make out in the gloom . . . there must be a house of some kind at the end of it, right? Right, and we all know what kind of house it'll be when you get there! We've seen all the Hammer Horror films, so no points for plot originality here.

The adventure's quite well done, though, with an interesting start as you choose whether to be Jon Howes or Ann Miles, the two people in the car. Whichever you choose, your partner tags along with you and will (surprise, surprise) occasionally be needed to help with some of the problems. Yes, there in the opening location, alongside the car jack, was my companion Ann. EXAMINE ANN.



"You see nothing of any great interest." How unkind!

The text of this text-only game is better than average, and the author's obviously studied at the Colossal Cave School for Adventure Writers. At the end of the drive is a porch lit by a flickering and smoking oil lamp, and on the front door is a heavy brass knocker in the shape of a coffin. Before grabbing the knocker, a search of the grounds is advisable, and then, "as you touch the brass knocker you realise you have activated some kind of mechanism. A tiny arm emmerges [sic] from the coffin and delivers three stout knocks upon the door. Presently the door is opened by a tall sombre fellow sporting a dinner jacket with a prominent forehead and receding hairline." Funny looking dinner jacket, and just when the prose was going well, too!

That sample of text sums up the game, for me. A lot of good things about it, but often let down by slight errors. Maybe a spelling mistake, or a fault with the quite good parser, for example READ BOOK produces "You read the bookcase." You can't GET ARMOUR but you can WEAR ARMOUR. Trying to move a barrel is tricky, too. PUSH BARREL. "You can't push that." PUSH BARREL WITH ANN. "You can't push that." ANN PUSH BARREL. "Ann is not listening." ANN PUSH BARREL WITH ME. Success! And it was only when I asked Ann to drop everything (well, I was getting bored) that I discovered she had a metal comb with her. The commands ANN INVENTORY and INVENTORY ANN had no effect.

For all its little faults, the game does have a lot going for it. It's sizeable, with a wide range of problems, a fast response and some good ideas too, like a sensible HELP feature. There are better and cheaper home-grown games around, but if you've got three quid to spare then this'll pass several dark nights for you quite pleasantly, I'm sure. It made me look forward to Paul Brunyee's next effort, to which I'm sure he'll give a better final polish.

Graphics	□□□□□□□□□□	8
Text	■■■■■■■■□□	
Value for Money	■■■■■■■□□□	
Personal Rating	■■■■■■■■□□	

Title .... *One Dark Night*
Publisher .... Paul Brunyee, 38 Gynsill Lane, Anstey, Leicester LE7 7AG
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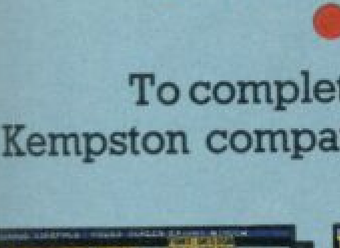
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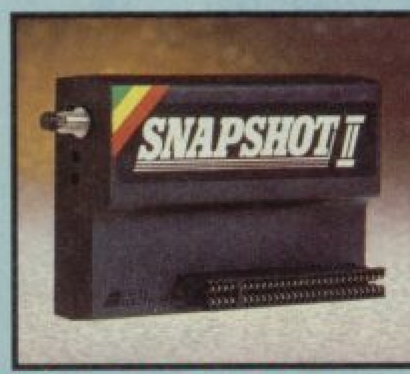
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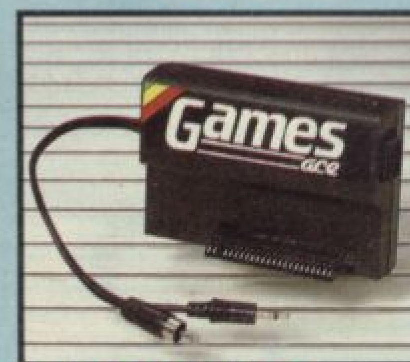
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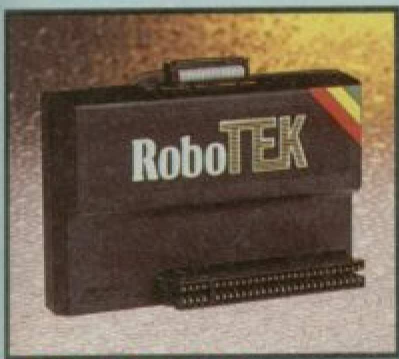


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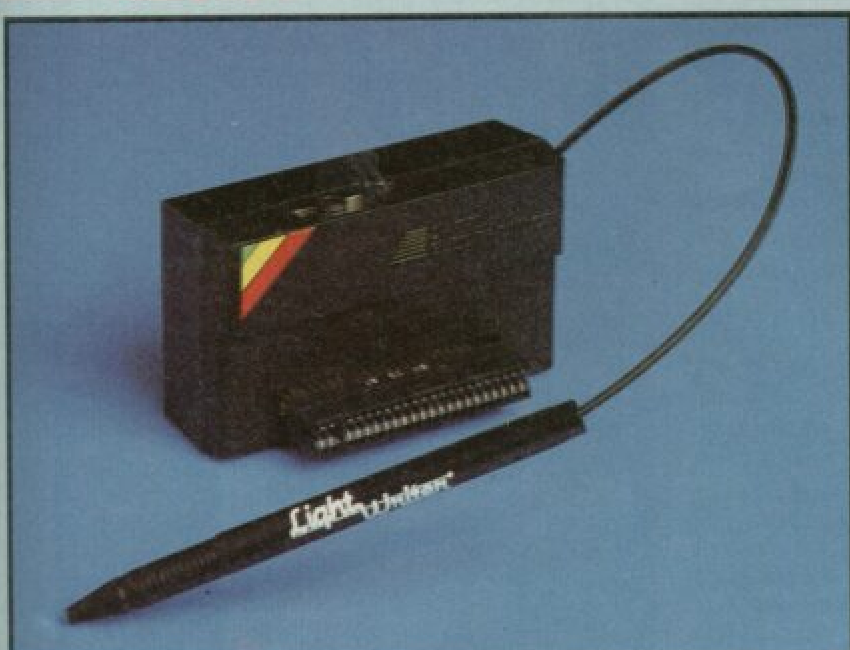
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ROBOCOP

Part man, part hamster, part reviewer, *Pete Shaw*, scours the streets of Manchester in search of Ocean's *Robocop!*



Finding a coin-op conversion that's better than the original arcade is about as likely as finding a pork sausage at a Jewish wedding. But, call me a Bratwurst if I'm wrong, I've found one! Ocean seems to have gone and done it with its conversion of *RoboCop*. But what's even more spooky is that Ocean secured the licence way before the coin-op company did, so it's been beavering away on the game for ages. And even weirder, the coin-op company actually had to secure the licence from Ocean.

As far as I could see the arcade original only has a streetfighting scenario, whereas Ocean has managed to pack an amazing nine sections into the Speccy version which all go together to re-tell the film's storyline. If you haven't seen the film (look out for the vid this Christmas) here's a quick run down of the plot:

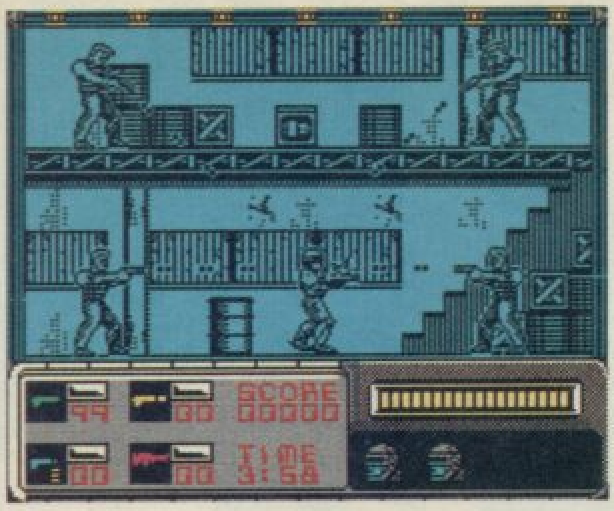
A young Detroit cop has just been blown away by a gang of vicious drug dealers but the Concepts Security Department can rebuild him and has! Now the poor devil's trussed up like a sardine, but boy does he pack a mean punch. RoboCop, as he's affectionately named, is the city's new law enforcer and he's programmed to wipe out the city's crime. Unfortunately a computer malfunction means that he starts to remember his former life as a human cop and he begins a vigilante mission to exterminate his killers.

In *RoboCop* the game you play the tin man himself and your aim is the same as in the movie — kill the bastards who saw you into a metal coffin in the first place!

WHAT A MUG

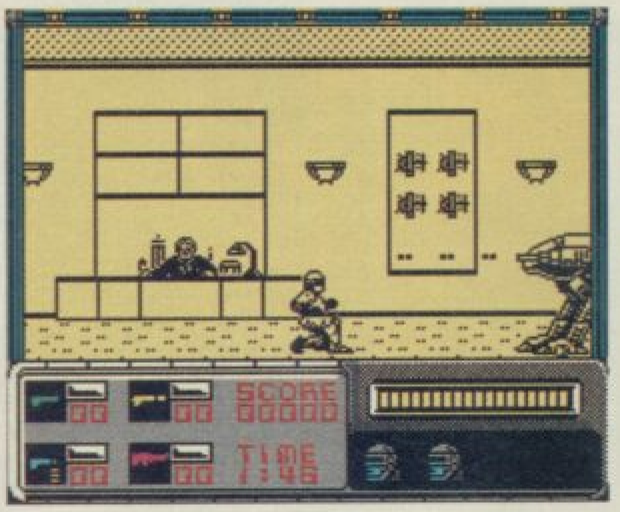
Would you buy a used game off of this man? Well, I should hope not since this is the man who nigh-on killed you. On the left is the 'geezer' himself, and on the right you flip through the identikit parts to match up the right face. Not quite right yet, huh?





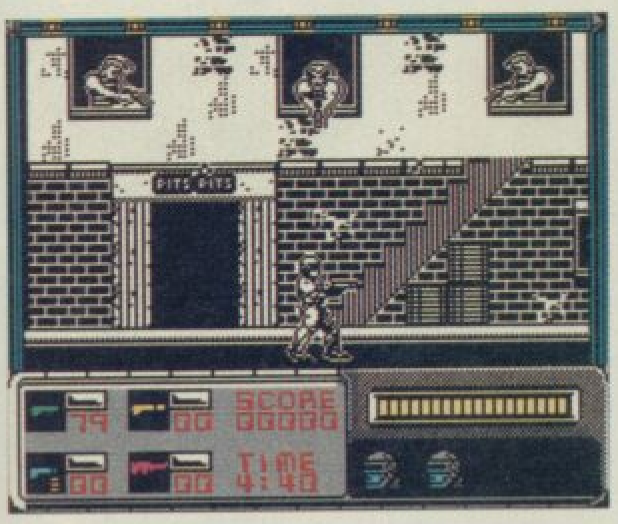
SEX AND DRUGS!

Here's the drugs warehouse where the baddies obviously don't give you a very warm reception. Wander about, kill things and pick up better fire power and more weapons. Strange how these people carelessly leave anti-tank armoury laying around, innit?



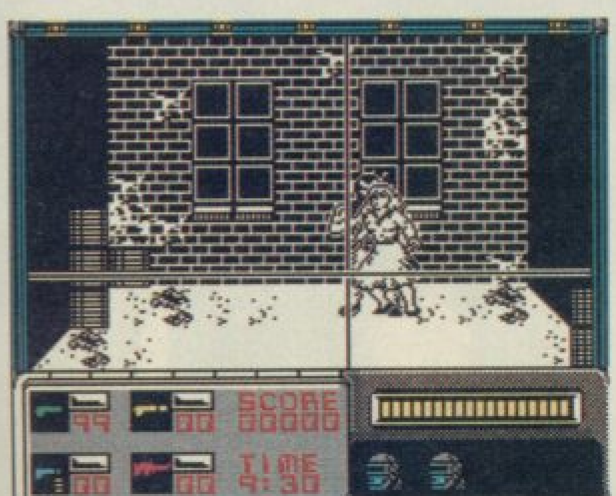
DIE SCUMBALL!

Meet Ed 209, a lumbering metal maniac whose sole aim in life is to turn you into tin foil. He'll need a lot of blasting for you to even dent his armour 'cos he's a robot too! But remember no brain — no pain!



ON THE STREETS

'Tis the main event. While you're playing the game you'll see this level rather a lot. Why? 'Cos it's the main drag, where the baddies as you can see, fire not only from ground level, but also from above in the windows. There are objects en route, which need to be 'punched' to be got at too . . .



ALLEY FOLLY

Off the main street in a dark and dingy alley you'll find unpleasant characters like this who'll take innocent victims hostage to stop you shooting at them. It's possible to hit them, but you've got to be a sure fire shot!

You begin the game by roving the streets looking for villains to put away, this streetfighting section is rather like *Green Bert* with the baddies firing from both the windows and ground level. Apart from blasting everything that moves you must also pick up useful bits and pieces like extra firepower and new weapons. Once you've done this you progress to the other sections, though as yet the programmers aren't sure which order they'll go in. In the Warehouse section, which is basically a platform type shoot 'em up, you'll find the drug dealers amassing their wares. Here you must enter into yet another bloody fray.

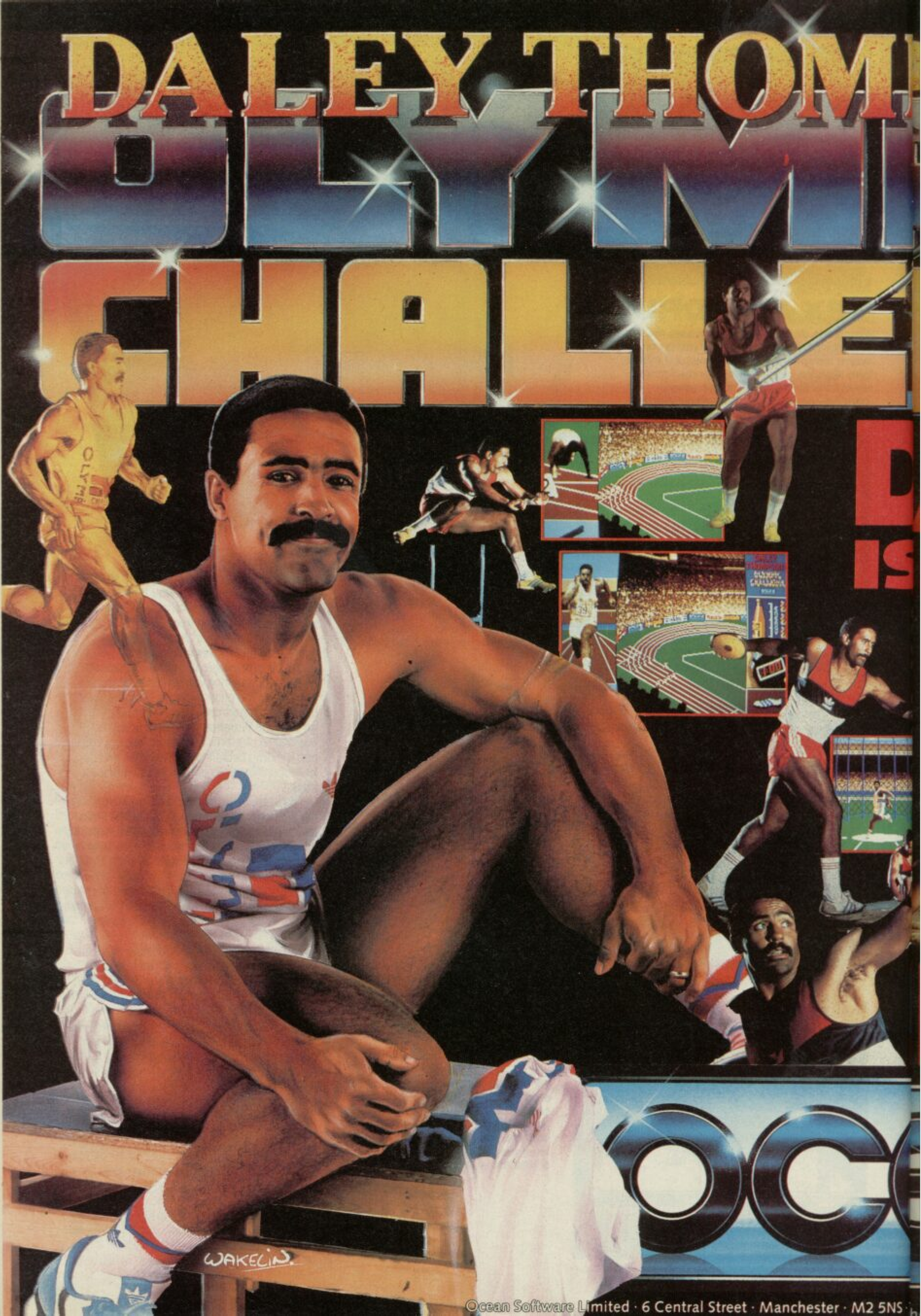
The Identikit section is based on the part in the film where RoboCop plugs into the Police computer and identifies his killer. This is exactly what you have to do by matching the ears, eyes, nose and mouth of various mugshots until you come up with the right man. Once you've done that you must go out and get him! The graphics here are excellent and I found this part an entertaining diversion from all that blasting!

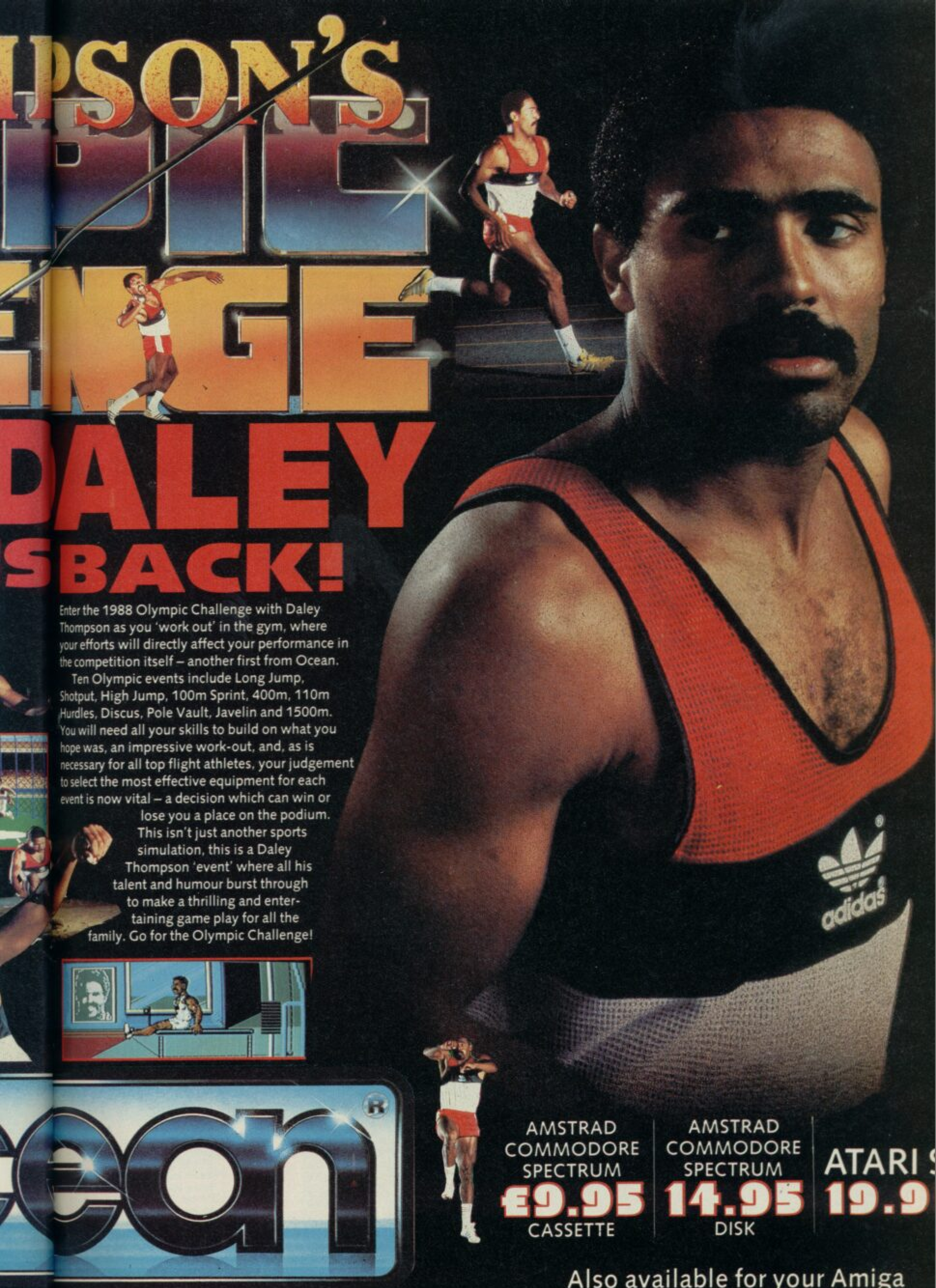
The other levels of *RoboCop* take place in Concept Security's offices, where you must battle it out with a tin mongrel called Ed 209, and in an alley off the main street where a girl has been kidnapped.

If all that sounds like fun remember it's only a taste of what's to come. What I saw of the game was extremely well programmed and a real blast to play. It won't be out until the video release in December which means the programmers have plenty of time to add the finishing touches. I for one can't wait to play it! Until then why not try making your own RoboCop suit out of tin foil, cardboard boxes and a can opener?

FAX BOX

Game	*RoboCop*
Publisher	Ocean
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SCREEN SHOTS

PART TWO

GAME OVER 2

Dinamic/£8.95 cass/£12.95 disk

Phil Ho ho ho. I remember when *Game Over I* came out, it was named *Game Oo-er*, on account of it's nawty cover picture and poster ad. Hee hee hee. Well, *Game Over II* is it's slobberful and eyeboggling sequel and boy does it look good!

Originally to be entitled *Phantis*, *Oo-er II* is a splenditious shoot 'em up in the great Dinamic tradition, featuring 10 levels of sharp shooting action, with two different loads, and many, many, different ways to splat and get splatted. You begin in Phase One by scrolling across a starfield, being pounced on by enemy ships and heading towards the surface of the planet. When you get there it's into Phase Two, where you skim the surface of the planet and avoid the gobs of volcanic splodge which belch out of the ground and threaten to fry your ship to a bag of just-cooked crisps.

Next it's underground for the *Scramble/R-Type* section of the game. You whip through a cavern inhabited by gribbly aliens and mechanical monsters, where you have the added problem of a roof which dips down to scratch the paint on the top of your ship and ruffle your haircut. There's a lot of big slimy caterpillars which wind through the tunnels, and you have to kill the head before you can pick off the bits of it's body. Then it's on to Phase Four, where you land on the planet itself, jump onto one of things to pulp with your photonic blade.

After completing Phase Four, you're presented with a code number which takes you into load number two, and a whole new set of hazards. The six levels on the new load take you down a level at a time into the bowels of the planet, first on the surface, then the alien base, the underground forest (huh?), the inner lake, over the magma level in a little helicopter, and finally to the prison level where you must solve the final puzzle to finish the game.

Sequels don't usually turn me on much, it has to be said, but this is a nice fast and furious blasterama, extremely slickly programmed, which deserves a look if you like your games on the violent side.

This game is going to sell like hot cakes, for the free poster inside if nothing else, but I don't think it's quite as original as it could have been. But hey, if you want a bit of excercise for your trigger finger rather than the thing that keeps your ears apart and a rather nawty glossy free poster . . . THEN GO FOR IT!

YS CLAPOMETER

A good ol' scrolly blasterama, done to a turn.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

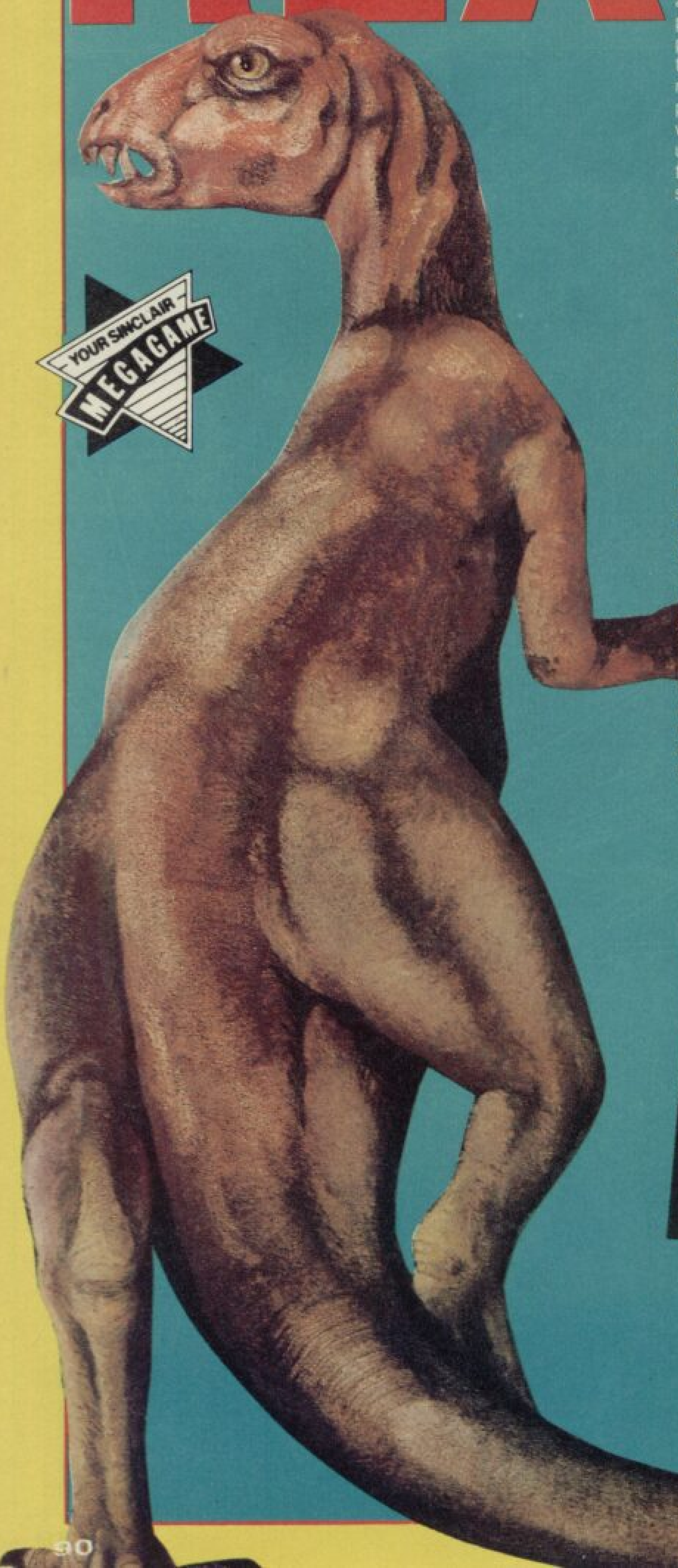
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YS Seal Of Approval
All games reviewed in Screenshots are finished products.

REX



Martech/£8.99 cass, £14.99 disk

Sean First there's people jumping up and down about the hole in the ozone layer, then a public outcry because of all the seals dying in their droves when they would have been clubbed to death anyway and to top it all, courtesy of Martech, we have the world's first ecologically sound computer game.

Yes, in *Rex* you get to play a mercenary dinosaur. Right on! A giant power station is belching out all manner of nasties into the atmosphere like smoke, oil and pot noodle. Yuk! You've tried petitioning your MP and writing to That's Life but to no avail, so now you've decided to take the problem into your own hands by working your way through the underground caverns, getting to the tower and blowing it to smithereens.

There's only one problem — when you get to the caverns you find they're full of baddies all waiting to pounce on you. Not only are there the standard 'run about and shoot' baddies but nasties who fly around in little bubbles like the Mekon. These are really awkward to kill and will tax even the most dextrous of joystick jugglers. Then there's the missile launchers, which launch a constant stream of missiles which fall in a deadly arc. All this plus gun turrets, pendulums which lob bombs and droids which kill on contact.

All looks pretty bad until you realise that there are weapon pods knocking about at which you can collect progressively more lethal weapons to help you on your quest. Occasionally you'll come across a fuel pod which replenishes your dwindling energy levels. You also have a shield that'll deflect missiles and destroy any gun turrets, guards or rocket launchers you happen to walk into.

With all this lot you'd think you'd be able to waltz through every level without losing a single life. 'Fraid not old bean — this has to be the most difficult shoot 'em up since *Cybernoid*. *Rex* is very hard and very good to boot! It's a brilliant combination of tried and tested shoot 'em up ingredients like increasingly powerful weapons and the multi-hit recoil system which I'm sure will be copied elsewhere! 'What's the multi recoil system? 'I hear you ask. Well, if you shoot a baddie he recoils from the impact until he crashes and dies. If you continue shooting whilst he is recoiling the score will keep on going up. Just like in the cowboy movies!

Another innovation for shoot 'em ups is the use of Beam Pads which, if you stand on them, will enable you to begin a new life where the next inevitable bulllet hits you. Groovy eh?

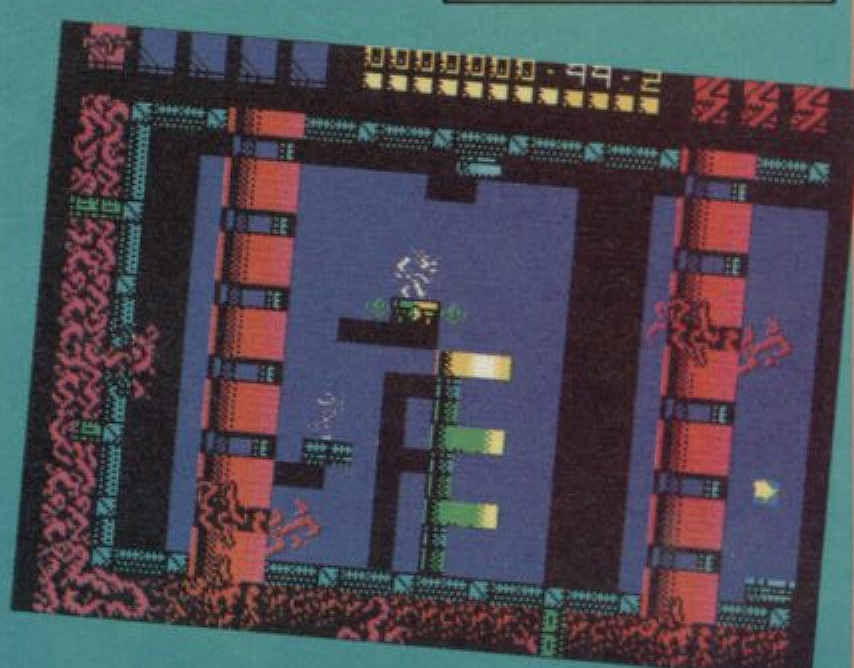
Rex is a brilliant combination of strategy, dexterity and shooting and it has that vital 'just one more go' quality which so many games lack nowadays. I reckon it's as good as the original *Cybernoid* — and that's really saying something!

YS CLAPOMETER

This has got to be the best shoot 'em up since* Cybernoid. *I love it to death.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9



HELLFIRE ATTACK







Screen Shots from the Atari ST.

A gripping new mega miles per hour arcade simulation of a Supercobra attack helicopter is set to enthrall game players everywhere.

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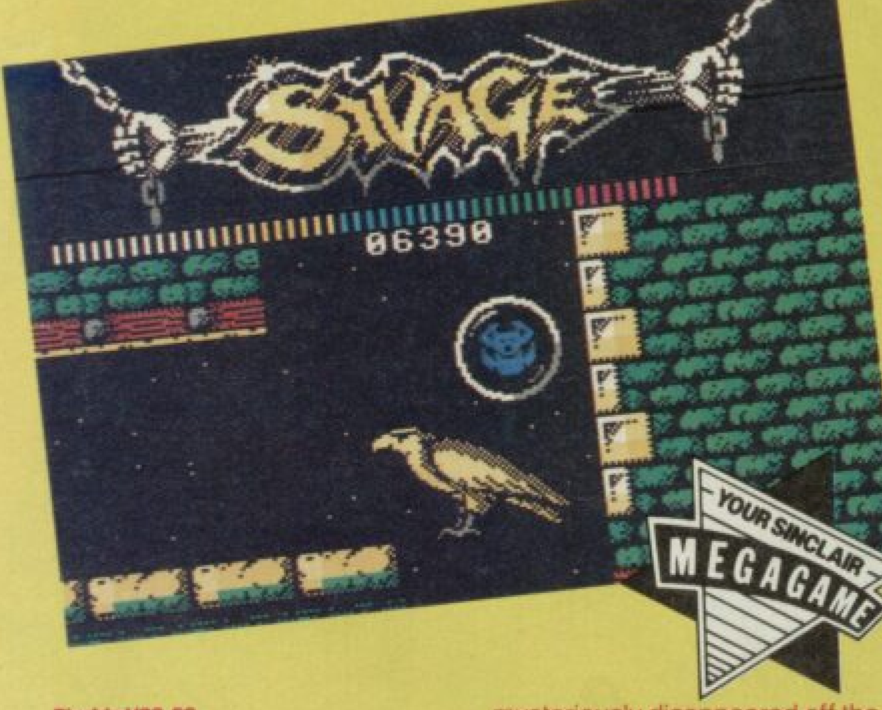
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SAVAGE



Firebird/£8.99

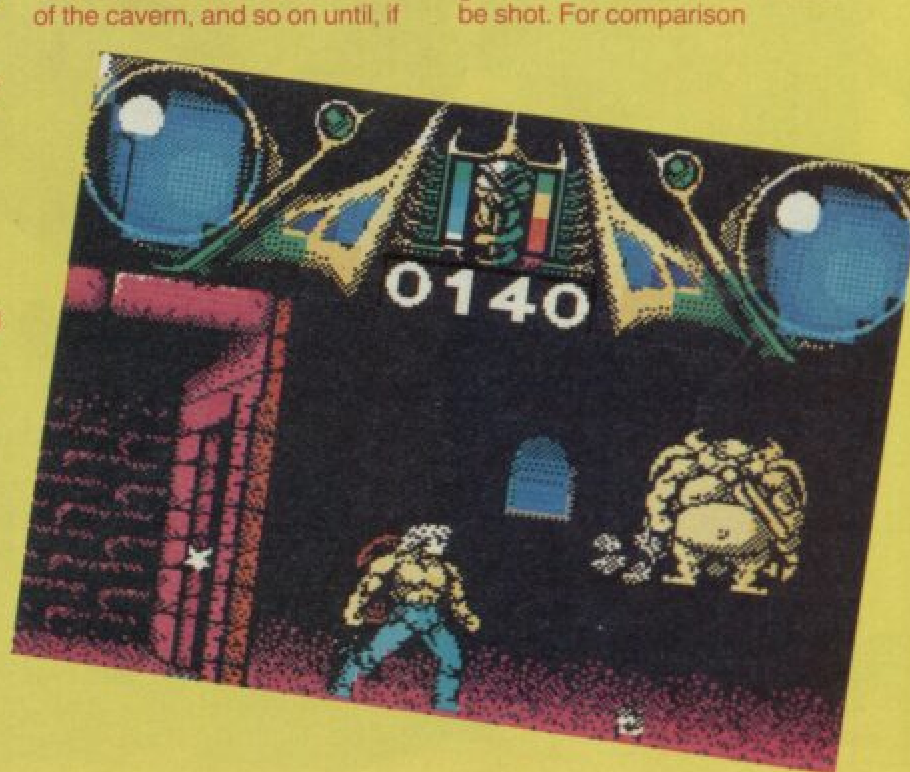
Dunc I'm afraid this intro is really more of an appeal than a 'clever' 'link' into the review: so if appeals bore you then skip to the next paragraph, If not then read on chum. In Roger's Thesaurus (yes yes, I know it's Roget's, but this particular copy belongs to a friend of mine called Roger) I was looking under 'savage' when the alternative word 'wild' caught my eye, causing a question I've been mulling over for some years now to come flooding back into my consciousness. Whatever happened to Jack Wild? Remember Jack Wild? You're lucky if you don't — for reasons too numerous to go into — but he was in a series called H.R. Pufnstuf, and then he mysteriously disappeared off the face of the planet. Where is he now? Someone must know! Anyroad, back to the game.

Savage is a game of three separately loaded parts linked together by a main theme: playing *Savage*, you have to escape from a dungeon by killing everything that moves, then when you've escaped realise that you've got to steam back in again 'cos you've gorn and left your 'chick' behind. Silly sausage.

Let's have a butchers at the respective loads, shall we?

Load one. Blurb. "Fired by rage, Savage plunges into an orgy of violence, dispatching all who stand in his way. Ahead of him awaits a labyrinth of dank and gloomy dungeons concealing a myriad demons and ghouls." The facts. You control a large, brilliantly animated and brightly-coloured axe-wielding warrior sprite in a nicely detailed left/right right/left scrolling dungeon environment. Coming at you thick and fast are countless varied nasties (also brightly coloured), some of which are easy to kill and, and others which aren't. Some of these nasties, when killed, release a sort of jewelled box onto the ground. These can be picked up by crouching on them, and either add to your treasure-count of bestow you with extra killing power. If you survive for any length of time (and you've only got three lives) you'll reach the meganasty. Dispatch him and it's down the hole into another level of the cavern, and so on until, if you manage to escape, you'll be given an access code for load two.

Load two. Blurb. "Savage has escaped from the castle and will have to fight the defenders of Death Valley whose aim is to stop all who seek to escape from the area." The facts. The view changes from side-on to 3D 'viewed through your own eyes'. Thousands of large green monoliths come flying towards you as you speed across the ground, starting as specks on the horizon and rapidly growing into impassable blocks with scarey faces as you near. These, quite simply, have to be avoided, while appearaing from out of nowhere and keeping a set distance from you are faces of ghosts and skulls. These have to be shot. For comparison



purposes here you should visualise the 'approaching tower sequence' from either *Space Harrier* or *Glass* — i.e. it's all very slick and fast, but in this one there's loads of colour. Avoiding the monoliths at the same time as shooting the nasties is a tricky business indeed, but should you clear the round without losing your (again) three lives, you'll get an access code for load three.

Load three. Blurb. "Halfway through the attacks, Savage discovers his 'escape' from the castle was a trick to keep his maiden love (i.e. his 'chick') imprisoned foreever, so he returns to the castle and calls upon his trusty eagle to fly into the labyrinth to rescue her for him." The facts. Back to the side on, left/right, right/left, up/down scrolling format. This time, however, you're in control of the eagle as you negotiate the crowded colourful caverns, killing (with laser bolts) the assorted enemy (bats, other birds, gargoyles, hopping mega-nasty), and avoiding the obstacles (falling weights, spiked platforms and much more). Colour, again is used in abundance — to good affect — the spirtes are all chunky, and the animation on the eagle is absolutely splendid.

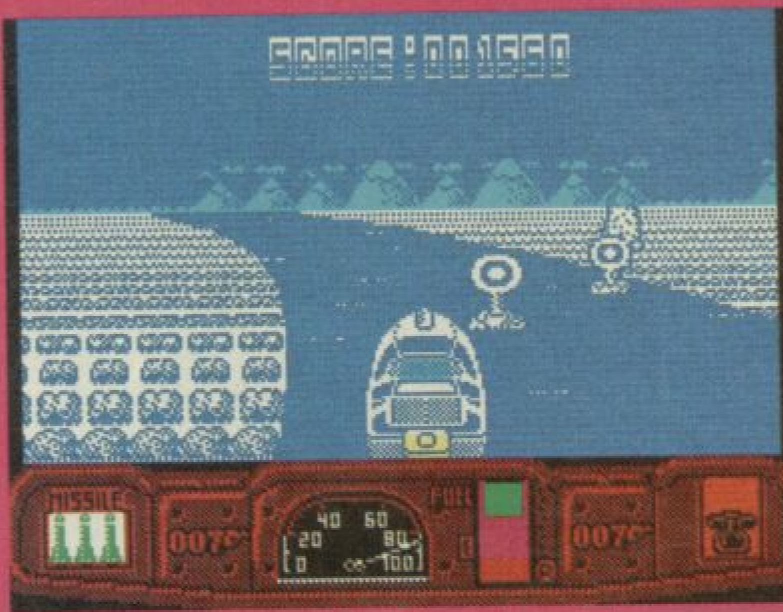
Savage, as a whole, is an absolute corker of a romp. Each of the three parts is equally playable and equally varied. As I've said about nine times already, colour is used to brilliant effect inducing the kind of attribute-clash that doesn't really matter too much — i.e. there's a bit of it, but the action is so fast you never get to point at the screen and say "Oh look, there's a character square". In fact, I'd go as far as to say that I'm surprised the Speccy can handle the amount of colour used so successfully — especially on the first level. The sound's okay too, as is the control response, difficulty, addictiveness and all the other things that go to make a game perch that little but higher than all the rest and achieve megagame status. Oh, and by the way, you can see levels two and three without the access-codes from levels one and two — but you only get one life, so if you want to stand a chance of completing *Savage*... get those codes.

YS CLAPOMETER

A highly colourful 'three games in one' package in which each of the sub games would merit a release on their own.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9



LIVE AND LET DIE

Domark/£8.99 cass /£14.99 disk

Ciarán The Bond films went through a really bad patch during the 70's. Apart from the fact that Roger Moore was the naffest 007 of all time (did you know that towards the end of his Bond career, old Rog needed a stuntman to do his running scenes for him!), the films usually had really awful theme tunes sung by Shirley Bassey or Paul McCartney. None of these was worse than Macca's *Live And Let Die*, and the standard of the song was matched by the dismal film which had Bond faffing around New Orleans trying to deal with the hocus pocus of a Voodoo priest. For some reason or other, Domark has decided to licence this film — 12 years after it was first released! But what does time matter if the game is good? Let's have a look and see!

The game's story is loosely based on the original film plot. The evil Dr Kanaga has holed up on the Carribean island of San Monique where he plans to harvest the world's biggest poppy crop and flood the world market with heroin. This done, he should then be able to take over the world (what he plans to do when he's in charge of a world full of junkies is anybody's guess) Obviously Bond has to put a stop to this, but he's really up against it this time as Dr Kanaga has the power of Voodoo to draw on and masses of zombie slaves at his beck and call.

For some reason, "M" (Bond's boss) reckons that the best way for this evil-doer to be brought to justice is for 007 to take a speedboat and blast his way along four different waterways: the Nile; an anonymous practice canal; an Arctic river and the river which flows through New Orleans. This may seem like a peculiar solution to you and I, but I suppose that's why M is the leader of the British Secret Service and we're still at home playing computer games.

The first mission is a target practice section, where Bond takes his motor boat along an undefended stretch of river and shoots at floating targets. This is a piece of cake for anyone with a licence to kill, so after a few attempts at this it's into the missions proper. The three missions are largely the same, differing only slightly in background and some of the defences. Things to watch out for include floating mines, rocks which protrude slightly above the water, dive-bombing planes and helicopters and gun emplacements on the river banks.

In a wonderful spirit of international co-operation, the CIA are always around to lend a hand, dropping extra fuel and missiles from passing aircraft. Even at this point caution must be exercised though, as Dr Kananga's nasties occasionally drop bobby-trapped cannisters hoping that you'll pick them up by mistake — the fiendish devils.

The gameplay can best be described as a sort of waterbound *Road Blasters*, with the boat remaining in mid-screen and the river stretching and bending in its path. Some nice touches appear along the way, like the boat leaping into into the air when it hits a log and the impressive tunnel sequences (just wait for the light at the end). However these good points are completely outweighed by some pretty startling deficiencies such as the remarkably iffy collision detection, the similarity between rocks and mines (this is important because mines can be destroyed and rocks can't) and the fact that it's impossible to end up on the bank — no matter how bad your steering is.

One glaring fault that stood above all others is that when using the joystick I couldn't find any way of launching the 'Snuff' missiles (which are essential equipment in certain sections), this meant that using keys was more or less compulsory.

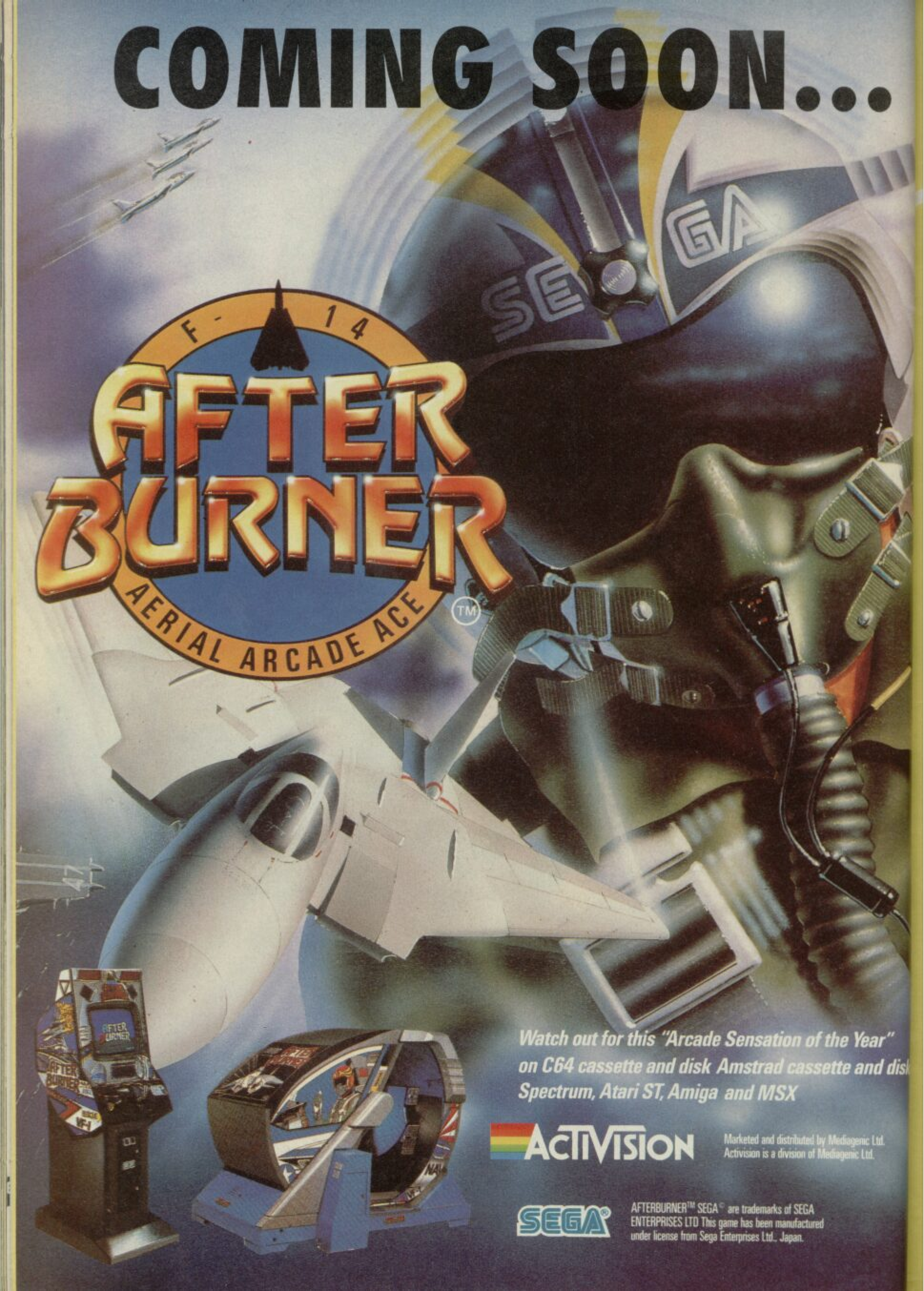
I didn't get too much fun out of *Live And Let Die*. The game is too similar to most of the driving games that are doing the rounds at the moment, and the flaws in the programming destroy any enjoyment that may have been in there. This may have been a very noble co-ooperation between two software producers (Elite did the programming, leaving the production and marketing to Domark), but as a film tie-in it's a sad waste of a licence.

YS CLAPOMETER

A run-of-the-mill racing game with a Bond licence tacked on.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

5


COMING SOON...
F-14
AFTER BURNER
AERIAL ARCADE ACE
Watch out for this "Arcade Sensation of the Year"
on C64 cassette and disk Amstrad cassette and disk
Spectrum, Atari ST, Amiga and MSX
ACTIVISION
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AFTERBURNER™ SEGA© are trademarks of SEGA
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under license from Sega Enterprises Ltd., Japan.

MINI-PUTT

Accolade/£8.95 cass/£14.95 disk

Sean *Mini-Putt*, is a straightforward simulation of the sport of Crazy Golf. There is one or two player mode, and a choice of four courses, each made up of nine holes. Two of those courses are loaded with the main game, and the other two from the multi-load. And many well known (!) holes, such as the 'windmill' — with revolving windmill blades — the 'castle' and the 'aeroplane' can be found on the courses, as can oodles of bouncy walls, obstacles, hills, hollows and ponds, all determined to send even the most crazy of crazy golfers even crazier.

The playing screen is made up of four units, the main one being the view of part of the hole you are playing. Underneath this are (four minus one equals . . .) three more units. The left unit shows the power needed to accomplish a particular shot, the middle unit, a plan view of the complete hole, and the right unit a list of hole, par, number of putts taken, current value of BP shares . . .

To play a hole, you first move the 'X' on the main screen to the spot where you wish the ball to end up. Next the power of shot needed to get the ball there is noted, and then by cunning use of the fire button, a bit of dexterity and the two scales, you set the speed and accuracy of the shot. How good the shot is depends on whether you get the right speed and accuracy. Once your whack is completed, you'll then see the ball either slowly lolloping along, or thundering around bouncing off everything in sight, depending on how hard you hit it. When it comes to rest, you start again. And . . . er . . . that's it.

This is one of those games which could, with a little more effort, been quite a funny and addictive game. As it stands, however, there are a number of things which let it down. It is very easy to play, and quite often a hole could be completed by hitting the ball as hard as possible in the direction of a hole. If the hole was surrounded by fairly close walls, then more often than not belting the ball with your club (that's the technical term for the big stick) would result in a ricochet ending up in the hole. Most of the holes had a par of two, which also indicates the ease with which they could be completed.

I found the game a little tedious, firstly because of the repetitive nature of taking a shot, and also because more time was spent watching the ball belt around and slowly stopping than actually being involved in the game.

In the end it reminded me of a single event in something like *'Decathlon,'* where although each event is fairly simple and easy to control, playability is increased by the range of different events. Unfortunately, in *Mini-Putt*, the only variety is from the number of holes, and the game play remained boringly simple throughout.

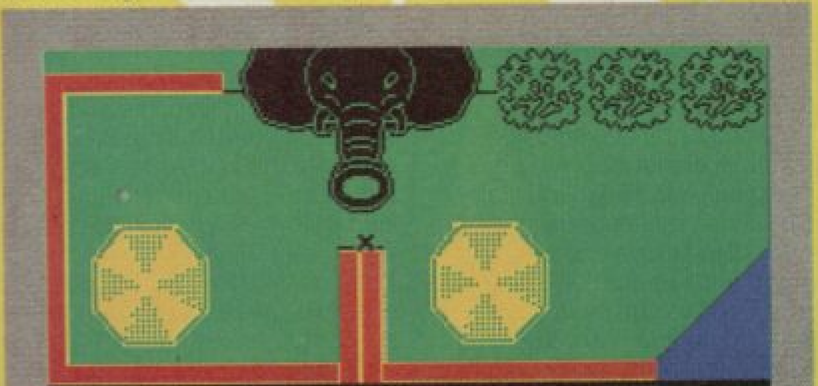
I expect that playing in two-player mode would increase the fun for a while, but again the novelty would wear off pretty fast. Not a game I feel I could recommend to even the most hardened of crazy golf fans. If there are any.

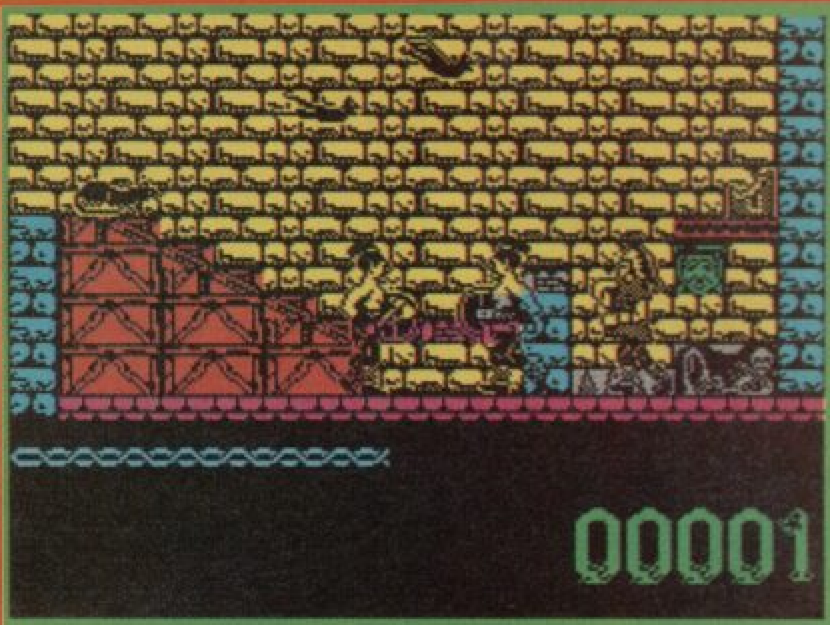
YS CLAPOMETER

Unspectacular view from above, hit ball and watch it bounce around' type game, slightly redeemed by a two player mode.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

5





ARTURA

Gremlin/£7.99

Marcus Some companies, I have always thought, put out too many games. How can you keep up the quality when all you're doing is cranking them out at about 10 a minute? CRL used to do it, when it was tied up with Electronic Arts. Crap game followed crap game, so when a brilliant little number like *Sophistry* came along, no-one took the blindest bit of notice.

Now it looks as though Gremlin may be falling into the same trap. I've played too many of its games in the past year which haven't seemed quite as good as they could be, and that's a pity because the company's record is second to none. But after *Hercules, Alternative World Games* and the *Gary Lineker* titles, here's another one.

The scenario, though, is promising. Yup, we're back in the Dark Ages again, with Artura, son of Pendragon. Albion (or Blighty to you and me) is under threat by invaders galore, so it's up to Artura to unite the country's petty kingdoms to fight them off. Anybody else would do this by going around all the petty kings and having a good chinwag with them, but this is of course the Dark Ages (as well as a computer game) so instead he needs to find the Sacred Treasures of Albion, that were "hidden when the eagles came", it says here. Eh? The only person who knows the whereabouts of these trinkets is a geezer called Merdyn, and he's vamoosed. But you do know that Artura's evil half-sister Morgause has kidnapped Nimue, Merdyn's apprentice. (Are you getting all this? It's more complicated than *East Enders* for gawd's sake.)

Sounds fun, doesn't it? It turns out, though, that all you have to do is rescue Nimue from Morgause's castle, which is a network of horizontal screens in the *Joe Blade/Karnov* mould. So, you walk around shooting the guards (they each need four 'axes', which you throw) and the bats or birds (hard to make out which they are, at least they only need one axe each). Occasionally you find a rune, which when connected up to a few other runes gives you greater magical power. The whole network needs mapping, which is why the game is described as an arcade/adventure on the inlay, but there's no puzzle solving here, or much to do at all, except shooting things. It's been well programmed, certainly, and the action is swift enough. But it's all so unoriginal, and when you think of some of those brilliant old Gremlin games — true arcade/adventures like *Future Knight, Jack The Nippers I* and *II, Things Bounces Back*, the *Monty* games and all the rest — you wonder what's going on. Well, at least I do. *Artura's* quite fun for an hour or so, but at eight quid I'm afraid that's just not enough.

YS CLAPOMETER

Very mediocre 'arcade/adventure' with no adventure to speak of and arcade features you've seen too many times before.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

6

TYPHOON

Imagine/£7.95

Ciarán I first caught a glimpse of *Typhoon* at the beginning of the year when Konami introduced it into the arcades — and what do you know? Less than a year later what should fall from the sky but Imagine's conversion of the same game! So it's chocks away as you scorch downwards towards an aircraft carrier in your F14.

The basic idea is to fly through all the six levels of the game without losing your five lives. There's plenty of enemy aircraft around to put a stop to this, so you'd better make full use of the bombs and smart-bombs that come as standard equipment. Bombs are activated by pressing 'B', while a quick press on 'M' brings the smart bomb into action — so if you've got one of those joysticks with rubber suckers on the bottom it would be a good idea to drag it out of the cupboard so that you've got one hand free for the keyboard.

Other weapons that can be collected along the way include Vulcan bombs, Three Way bombs, Lasers, Missiles and a fresh supply of standard bombs. These are collected in the usual way by collecting icons and pressing the space bar when the weapon you want is lit.

Even when you have a full complement of weapons on board, it's still pretty difficult to get to the higher levels — mainly because of the gun emplacements that crop up along the landscape at alarmingly regular intervals. The best thing to do is to take these out as quickly as possible — and when I say take out I don't mean take them to the pictures... get them before they get you!

Another hazard to watch out for is the appearance of the enemy's mega bombers. These wouldn't be so dangerous if they flew in from the front like the rest of the enemy, but they don't — they sneak up from behind, and you never know when they're going to show up, so steer clear of the bottom of the screen.

Typhoon is a better shoot 'em up than it is a conversion. There are six increasingly difficult levels to keep trigger-happy fly-boys in the air for quite some time and the graphics and presentation are above average. My only gripe is that it doesn't really add anything to the already massive catalogue of shoot 'em ups that are already available, but if you do feel the need to buy yet another, you could do a lot worse.

Definitely one for the fans.



YS CLAPOMETER

Fast and furious, but contains very little to make it outstanding.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■□□□

7

DARK FUSION

Gremlin Graphics/£7.99 cass/£12.99 disk

Phil I didn't think there were many variations left in the old 'little man walking along on planet surface in a space suit' games. But after *Dan Dare, Freddy Hardest, Exolon* and now *Dark Fusion*, it's certain that this type of game is here to stay.

Although the actual idea behind *Dark Fusion* isn't that original, the presentation of the thing is brilliant. It has the most effective soundtrack I've ever heard on a Spectrum, which fairly slaps into your ears, ending with synthesised notes and beating drums. Fab! If it was down to the musical score, it would have rated as a megagame, but unfortunately the rest of the game isn't quite up to scratch.

'Cos the thing about *Dark Fusion* is that each level is a pastiche of another game.

The first level looks like *Exolon* with a little man running along in a spacesuit with a gun and a jet pack, the second level looks like *Scramble* or *R-Type* as you fly down through a cave infested by gribbly monsters, and finally there's the monster at the end of the level with his blinking orifices and squirming caterpillars. Don't get me wrong, there's nothing at all wrong with the execution of this program, as it's packaging and presentation are first class, the sound perfect, and the graphics great. But what happened to the fund of new ideas in software design?

In *Dark Fusion* you begin by running, as I said, along an alien landscape in a spacesuit. Aliens circle and drop over your head and you have to shoot them, for which you get points and new weapons. Then you take off in a small ship, this time shooting little spaceships which bear a striking resemblance to the Millenium Falcon from *Star Wars*, and pick up points and new weapons. Then you're up against the big monster who you must destroy — pretty tricky actually.

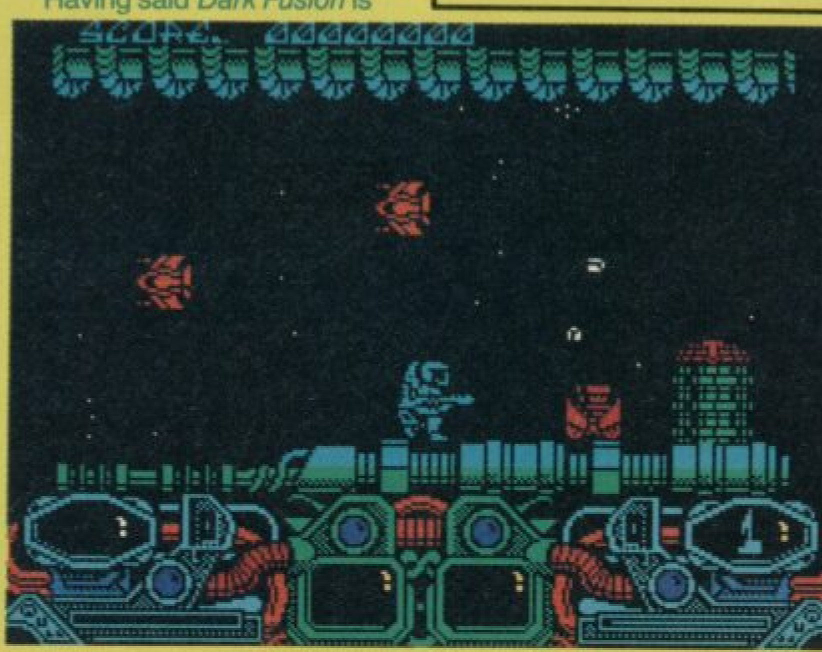
Having said *Dark Fusion* is unoriginal, it would be unfair not to say that it actually plays very well, and in the hardness stakes is quite hard indeed (Fnar!). But somehow I found it curiously unsatisfying.

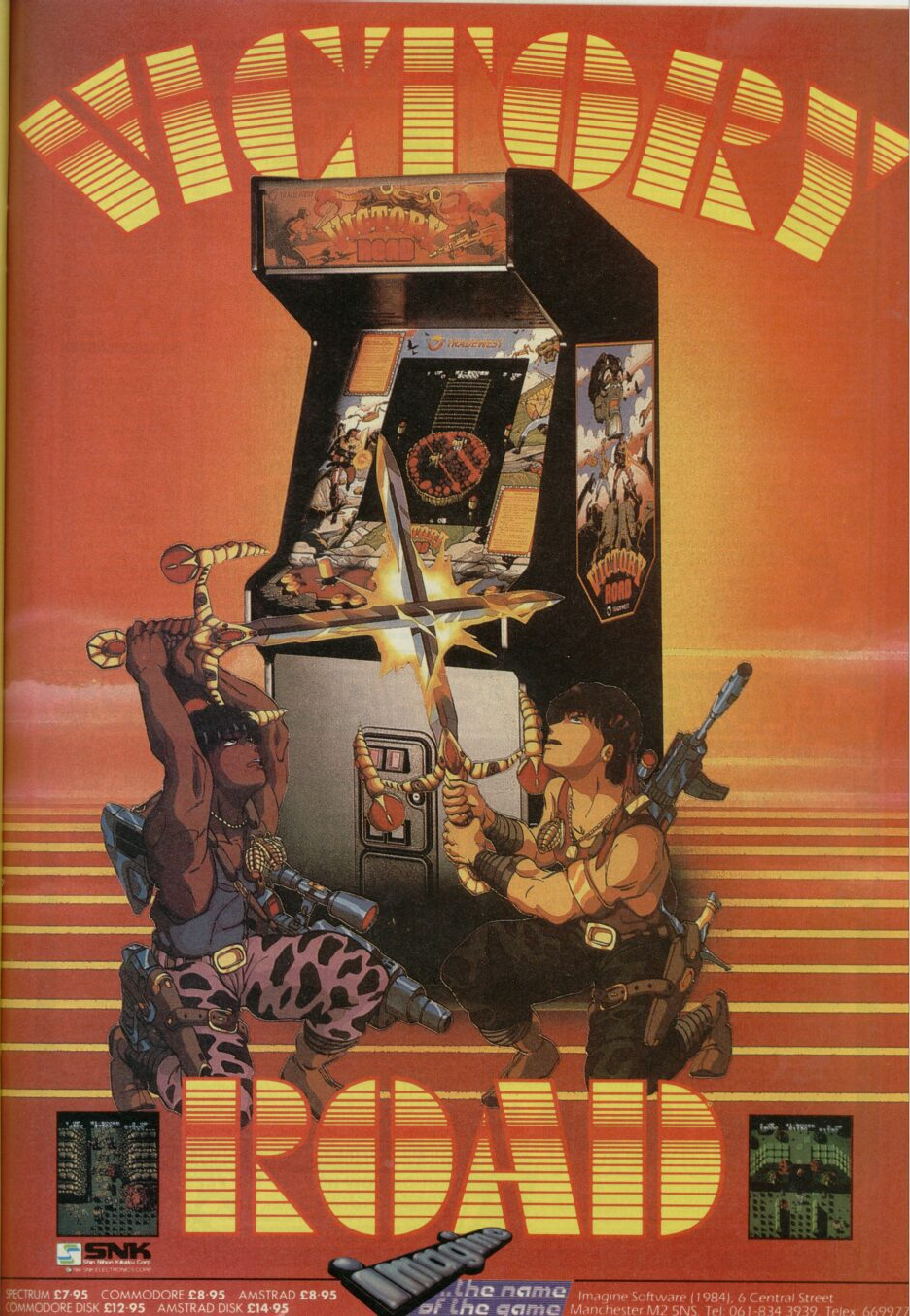
YS CLAPOMETER

Good looking and good sounding game, fast and hard, but oddly unsatisfying to play. File under 'Good' but not 'Great'.

GRAPHICS	■■■■■■■■□□
PLAYABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■■■□□□
ADDICTIVENESS	■■■■■■■■□□

7




VICTORY
ROAD
SNK
Shin Nihon Kikaku Corp
Imagine
...the name of the game
SPECTRUM £7·95 COMMODORE £8·95 AMSTRAD £8·95
COMMODORE DISK £12·95 AMSTRAD DISK £14·95
Imagine Software (1984), 6 Central Street
Manchester M2 5NS. Tel: 061-834 3939. Telex: 66997

COMPO WINNERS

And here's the last of those mega compo winners. (Phew! we thought they'd never end!)

20 Copies of *Ghostbusters*
Adam Thurtle, Norwich, Norfolk; Martin Learman, Redcar, Cleveland; O Cornick, Goddming, Surrey; S Gawthorpe, Holderness Rd, Hull; Keir Halewood, Southport, Merseyside; Andrew Price, Co.Down, N.Ireland; Mark Johnson, Barnard Castle, Co.Durham; Kyrie Davis, Willenhall, W.Midlands; D Angers, Worsley, Manchester; Aumar Ashfaq, Easton, Bristol; Marc Regan, Gravesend, Kent; Jason Gilbert, Castle Bromwich, Birmingham; S Robinson, Northwich, Cheshire; Roka Ferenc, Budapest, Hungary; Sztarinka Janos, Budapest, Hungary; Duncan Bradshaw, Edderston Rd, Peedles; Xeres Stallworthy, Wigmore, Gillingham; S Rawlinson, Camberley, Surrey; Philip Donoghue, Rockley Gardens, Salford; S J Rossi, Harrow, Middx.

5 Copies of *Firefly*
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6 *Andy Capp* Beer Glasses
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25 *Andy Capp* T-Shirt Transfer Stickers
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MORE!

It's Tough, It's Tricky, But My IQ Makes Einstein Look Like A Cashew Nut Compo.

Did you dare to cross words with Pete and his Puzzlers in June? Ten people who did and won some brand new software for their efforts were:
Mrs D.H. Edwards, Deeside, Clwyd; Keith Hamilton, Gulberwick, Shetland; Daniel Smith, Oxford; T Thompson, St Edmunds; Neil Pollard, Peterborough, Cambs; Paul Lauff, Frankfurt 90, W Germany; Paul Swinglehurst, Barrow-In-Furness, Cumbria; M.A. Smith, Pontefract, W Yorks; Andrew Jenkins, Colchester, Essex; K.J. Bryan, Deal, Kent.

If You Think That's Hard You Should See My Aunt Doris Compo.

Still more words came flowng from Pete's Puzzled Pen in July. This time there were 10 words to find in a devious word square — but only one winner. He was:
Scott Kelly, Stanley, Co. Durham.

For Your Eyes Only — As Long As You Put In Those Contact Lenses.

Even Roger Moore raised an eyebrow when he looked at our 007 compo in July where we asked you to fill in a suitably dangerous speech bubble.The winner, who received a day's water-skiing at Prince's Watersports Club, was:
Jacqui Reeves, Swindon, Wilts.

Five runners up had to console themselves with copies of the James Bond Movie Book. They were:
B. Shimmings, St Leonard-On-Sea, E. Sussex; Paul Lauff, Frankfurt 90, West Germany; N. Arnold, Boscombe, Bournemouth; Alistair Stout, Wootton, Beds; Jonathan Bunker, Clinton, Peterborough.

Over The Parrot, Sick As The Moon Brian Compo

Hah! We thought that we would fool you lot by hiding this competition to win a football signed by the English soccer team on the preview pages, but you were all far too clever. It was a compo of two halves and you all gave 110 per cent, but after 90 minutes it turned out that only one of you could be best on the day. And who was that?
John Webb, Mansfield, Notts.

Blood Blood Mother Oh My God Compo.

So how many pints of blood are there in the human body? To find out we turned good 'ol Snouty upside down and emptied him out — and the answer is . . . 8! The first 20 of you who tried that experiment on your friends each won a copy of Gremlin's *Blood Brothers*. So without further ado, here's the list of prizewinners:
Jon Leach, Sidmouth, Devon; Jim Docherty, Ayrshire, Scotland; Darren Finn, Harlow, Essex; Patrick Llamas, Middlesborough, Cleveland; Alan Wilson, Belfast 9, N. Ireland; J. Pope, Peckham, London; Tim Webster, Skegness, Lincs; Lee Davidson, Selsdon, Surrey; Simon Belcher, Malmesbury, Wilts; Alan Diss, Rubery, Birmingham; Karl Wild, Firth Park, Sheffield; Gillian Urquhart, Aberdeen, Scotland; Rick White, Edenthorpe, Doncaster; Norman Marr, Northfield, Aberdeen; J. Gemmell, Haxby, York; J Standen, Dagenham, Essex; Ian Yates, Clitheroe, Lancashire; Paul Stebbing, Scunthorpe, S. Humberside; Amer Hayat, Ilford Essex; Nicholas Aidworth, Yeovil, Somerset.

Jeepers Creepers Compo

Millions of trainspotters turned into carspotters in an attempt to win a radio controlled jeep in this 'spot the silhouette' compo. Unfortunately there could only be one winner, and that was:
Kalpesh Pancholi, Enfield, Middlesex.

The five next best, who will soon receive their prizes of T-shirts, games and posters, were:
Simon Disney, Acton, London; Scott Mackay, Dumfries, Scotland; Andrew Canten, Braintree, Essex; Paul Rutter, Grange Jesmond, Newcastle; Ka Cheon Man, St. Albans, Herts.

I'm A Right Charlie And I'm On My Way To Hollywood.

Hooray for Hollwood! And hooray for this t'riffic compette which gave all you budding film makers a chance to win a fabulous VHS Camcorder to practice your art with. All we asked you to do to win this fantastic piece of state of the art technological wizardry was to match the famous faces with their respective 'trade marks' (for instance Groucho Marx wouldn't be the same without a cigar, and how could Charlie Chaplin raise any chuckles without his trusty old cane?). First entry out of Jackie's bulging mailbag — and the winner of this brill camera — was:
The Winnah! Richard Dunn, Horsham, West Sussex.

THIS IS GETTING RIDICULOUS!

Phew Ain't The Weather Hot — Oh And By The Way, Here Are My Answers Compo.

Even a piccie of Alan Sugar couldn't stop you lot from entering Pete's crafty little teaser in August. The winner of 10 games from the *YS* library was:
Tim McArdle, Stockton, Cleveland

First Among Hatstands Compo

***YS* readers are well known as literary eggheads, so it was no surprise that we got an incredible flurry of entries in our 'win a hardback copy of Jeffrey Archer's latest' compo. The 10 lucky barristers who guessed correctly that Jeffrey had been a Conservative MP and businessman before he went on to write his amusing little potboilers were:**
Chris McGowan, North East Sutton, Hull; Andy Whitaker, Blackpool, Lancs; William Beaston, Bostwell, Glasgow; Paul James, Evesham, Worcs; Andrew Paterson, Chapelhall, Airdrie; Les Brown, Fallowfield, Manchester; D Major, Andover, Hants; Kate Sheppard, Ebbw Vale, Gwent; Damian Cannon, Reading, Berkshire.

I Used To Have A Waterbed But It Gave Me Wet Dreams Compo.

Once again it was time to ring the changes, as *YS* caught the boys napping in the House of Lords. The winner — and recipient of an amazing Hinari alarm TV — was:
Lee Smith, Hull
Twenty-five almost as dilligent entrants won copies of US Gold's *Dream Warrior*. They were:
Paul Mulholland, Warrington, Cheshire; Mr G P Edwards, Cleveland; D Hannah, Newton Estate, Lancaster; Simon Ramsay, Hoole, Chester; Kenneth Alexander, Glasgow, Scotland; Damian Corr, Neton, Chester; Stewart Omand, Orkney, Scotland; Brian Kelly, Co. Tyrone, N. Ireland; Craig Buckingham, Chelmsford, Essex; P Geekie, RAF Laarbruch; R Griffin, Romford, Essex; Hedley Carr, Chathill, Northumberland; Christopher Pearson, Meliden, Clwyd; Lexie Kerrigan, Strabane, Co. Tyrone; M. Lee, Redcar, Cleveland; R. Marshall, Luton, Beds; Norman Crooks, Bangor, N. Ireland; Chris Harford, Chippenham, Wiltshire; Robert Carlton, Chesterton, Cambridge; Helen Zuchowska, Handsworth, Birmingham; John Gavin Jnr. St. Helens, Merseyside; Andrew Barlow, Greatbarr, Birmingham; Jan de Witte, Belgium; John Norton, Kings Lynn, Norfolk; Tom Park, Wishaw, Lanarkshire.

I'd Say Beam Me Up Scotty, But They Never Said That In The Series Compo.

Correctly matching the quotes with the TV shows gave you the chance to win videos of all the *Star Treks* ever made (except of course for that one where Scotty ran off with the nurse and Mr Spock declared his undying love for *Blockbusters*). Unfortunately there could only be one winner. Fortunately for him it was:
Rajan Jirapure, Golders Green, London.
Although they didn't get those faberoonie vids, the 25 runners up did receive copies of Incentive's *Dark Side!* Those lucky so and so's were:
B Powell, Kettering, Northants; Mark Kerridge, Gillingham, Kent; Tim Mitchell, Blackburn, Lancs; D Taylor, Basildon, Essex; Peter Symons, Ruislip, Middx; John Davidson-Kelly, Liphook Hants; Sidney Man, Wimbledon, London; Nick Taylor, Sunderland, Tyne & Wear; David Young, Westwood, Eastkilbride; Chris Chambers, Castle Bromwich, Birmingham; Chris Harford, Chippenham, Wiltshire; Gonzalo Madariaga, Headington, Oxford; Jay Noble, Thatcham, Berks; Adam Bisset, Darlington, Co. Durham; Paul Millward, Church-Hill, Redditch; Garry McDade, Downhill, Sunderland; J. McGregor, Hornsey, London; Ben Jones, Kings Lynn, Norfolk; Mr F J Slack, Newton-Le-Wilows, Merseyside; Darren Gay, Newton Aycliffe, Co. Durham; A Giles, Stanley, Co. Durham; Nicholas Sheppard, Seaford, E. Sussex; James Plester, Royston, Herts; Neil Hutchinson, Northumberland; Barry Dell, Hayes, Middlesex.

May The Force Be With You And May The Fifth Compo

Back in June, silly old Snouty tried to iron a transfer onto a T-shirt while he was still wearing it — the clot! We asked all you dilligent safety experts out there to point out all of the household hazards in Phil's kitchen. The 25 most eagle-eyed among you (and therefore the winners of T-shirts, games and transfers) were:
Matthew Allen, Hull, Humberside; Richard Griffiths, Marnhull, Dorset; Jason Stewart, Newport, Gwent; C Carter, High Wycombe, Bucks; Mr A Vickers, Northolt, Middlesex; Justin Way, Camberley, Surrey; Andrew Smith, Worksop, Notts; J Grindrod, St Ives Ringwood, Hampshire; Keith Donnelly, Tarvin, Nr Chester; Richard Grant, Boness, West Lothian; Matthew Harper, Bracknell, Berks; Paul Garrish, Swindon, Wilts; Gordon Sutton, Kempshott, Basingstoke; Mr A Jacobs, Elbury Park, Worcester; Melanie Richardson, Vauxhall, London; Martin Walker, Burton-On-Trent, Staffordshire; David Stubley, Cottenham, Cambridge; David Taylor, Nr Bridgend, Mid Glamorgan; Joe-Anne Purd, Co. Down, N. Ireland; Matthew Sleightholme, Pontefract, W Yorks; Paul Farrimond, Atherton, Nr Manchester; Dave Dawson, Morley, Leeds; Aaran Butler, Humberston, Grimsby; A Giles, Stanley, Co Durham; Jason Arnold, Tamworth, Staffs;

Fifty more winners received transfers and games. They were:
Scott McGlashan, Kings Park, Glasgow; Oliver Jeffery, Herne Bay, Kent; M Willsher, Scunthorpe, South Humberside; James Crake, Kings Lynn, Norfolk; M Longhorn, Redland, Bristol; Mark Gibbins, Hessle, N Humberside; George Bolton, Cramlington, Northumberland; Matthew Hayman, Sidmouth, Devon; Steven Downey, West Worthing, Sussex; Martin Thorne, Solihull, W Midlands; Carol Suthers, Sheet, Petersfield; Julie Hall, Workington, Cumbria; David Bullock, Upminster, Essex; Peter Grange, Bishop Auckland, Co Durham; Steven Thorne, Cardiff, S Wales; Andrew Lewis, Leyland, Lancs; Steven Drewe, Wormley, Herts; David Spencer, B.P.F.O: 40; Jonathan Martin, Chigwell, Essex; A Hulmes, Timperley, Cheshire; Mr J Sztucki, Merthyr Tydfil, Mid Glam; T P Howson, Norwich, Norfolk; Khalid Thupsee, Blacon, Chester; Robert White, Newport, Gwent; Graham Mace, Thornton, Liverpool; Gary Phillips, Wednesfield, Wolverhampton; A Singlehurst, Oundley, Peterborough; Steve Searce, Upton, Poole; Simon Bacon, Hinckley, Leics; Mr J.K. Marston, Wimborne, Dorset; Graig Cornes, Staffs; Joanne Woods, Catford, London; Richard Fairweather, Cuffley, Herts; Andrew Pownell, Ellesmere, Shropshire; David Hynd, Angus, Scotland; Alan Flay, Horfield, Bristol; David Brierley, Tortglen, Glasgow; James Harris, Watton-At-Stone, Herts; Gavin Clarke, Stonesfield, Oxon; Patrick Bennett, Cromer, Norfolk; K Burman, Houghton Conquest, Bedford; Clinton Miles, Todmorden, Lancs; Christopher Davies, Swansea, W. Glam; Gregory Reece, Port Talbot, West Glam; A J Walmsley, Chorley, Lancs; Kevin Squirrell, Sacrston, Durham; N A Smith, Pagnell, Bucks; Scott Forsyth, W Lothian, Scotland; Matthew Sheldon, Dowys, Wales; Kevin Sheldrake, Peterborough, Cambs.

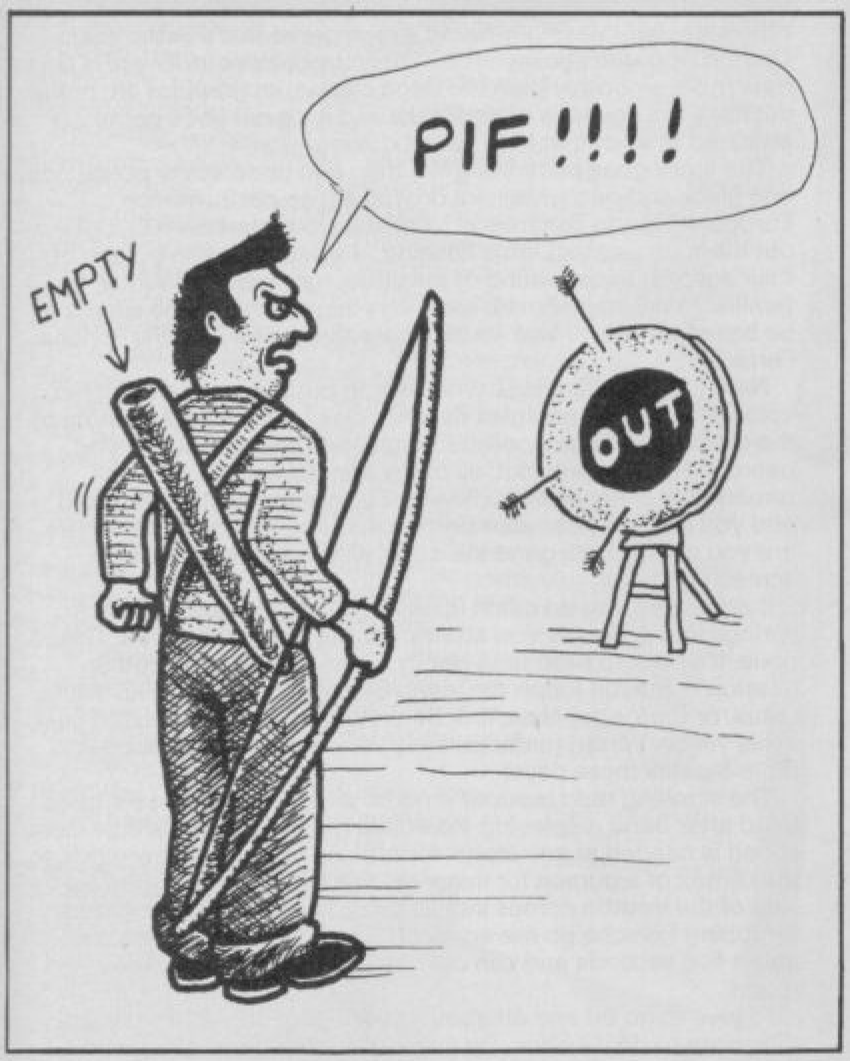
Goodness Gracious Great Balls Of Fire Compo

Phew! Little did we know that our little compo for a pulsating plasma ball would generate such a huge response — no wonder the posytmen went on strike! Anyway, T'zer tunnelled through the mountains of entries and emerged with a winner clamped between her teeth (oo er!). The lucky little choplet who stood out from the crowd was:
Neil Green, Downend, Bristol.
The 30 runners up who emerged from the fracas with a Gremlin game for their troubles were:
G Allan, Stockwell, London; N Storey, Consett, Co Durham; Paul Morgan, Llandeilo, Dyfed; S Gray, Laorencekirk; H Brindakis, Crete, Greece; N Hughes, Bangor, N Wales; A Povall, Ellesmere, Shropshire; A Refalo, Malta; D Philip, Edinburgh; Craig Reid, Andover, Hants; Philip Kapton, Bradford, W Yorks; D Webber, Leigh-On-Sea, Essex; C Murray, Clydebank, Scotland; S Sutherland, Castlemilk, Glasgow; M Harris, New England, Peterborough; Edwin vd Veldern, The Netherlands; D Paul, Welwyn Garden City, Herts; Mark Oxenham, Southend-On-Sea, Essex; Simon Beal, East Sussex, Brighton; Matthew Wallin, Pirton Lane, Churchdown; Debbie Dykes, Shipton-By-Ben, York; Stanlislaw Pazur, Warszawa, Poland; Siobhan Lyons, Ballinteer, Dublin; Steve Icke, Carlton, Nottingham; N Foulds, Todmorden, Lancs; R Robson, Netherthone; R Andrews, Corsham, Wilts; Nigel Reeves, BFPO 16; Allan Upton, Lyminton, Hampshire; Peter Irving, Norwich, Norfolk.

You Can Tell I'm One Of The Chaps As I Don't Have Bouncy Things In My Flying Jacket Compo.

Only an easy-peasy word square stood between you flying cadets and a groovy radio-controlled fighter plane. The air ace who eventually ran up the highest tally was:
Gerard Postlethwaite, Leicester.
His 50 buddies who came a close second (and third, and fourth etc) were:
Mr A J Hewitt, St. Helens, Merseyside; Tim Cruickshank, Fenstanton, Hunts; Lee Hawson, Newark, Notts; Nick Vining, Sevenoaks, Kent; Noel Byrne, Coventry; Glen Wiliams, Sydenham, London; Richard Morrison, Edinburgh, Scotland; Roka Ferenc, Budapest Hungary; James Duncan, Teynham, Kent; Scott Middleton, Mansfield, Nottingham; Matthew Butt, Plaignton, Devon; Peter Witham, Sheffield, S. Yorkshire; Len Marten, Southall; A Welham, Ipswich, Suffolk; C Power, Nunts Park, Coventry; John Kain, Stretford, Manchester; G. Boylan, Co. Down, N. Ireland; Philip Rose, Ramsey, Cambs; Mark Connolly, Huntingdon, Cambs; David Hurst, Selby, N. Yorkshire; David Bryan, St. Johns, Worcester; Matthew Hercog, Morley, Leeds; N Bushby, Congelton, Cheshire; K G Davies, Warrington, Cheshire; Paul Bowen, Kings Lynn; Robert O'Neill, Seascale, Cumbria; Warren Lee, Blackpool, Lancashire; James Michell, Angus Scotland; Alan Johnston, Redcar, Cleveland; Matthew Jones, Styning, West Sussex; Seamus Fitzsimons, Co. Down N. Ireland; M G Seager, Wood Green, London; Chris Duffy, Erdington, Birmingham; David Piper, Newbury, Berks; Alan Nicholls, Yarcombe, Devon; K A Schimmel, Nottingham; Martin Walker, Burton-On-Trent, Staffs; Patrick Lewis, Dyfed, Wales; Stuart Adams, Coleford, Glos; Jason Ward, Reading, Berks; Bhanesh Patel, Wembley, Middlesex; Michael Fry, Stockwood, Bristol; Graeme Craig Rolbiecki, Barnsley, S. Yorks; Alun Denbich-White, Wakefield, W. Yorks; Stuart Reid, Leek, Staffs; Fraser Sinfield, Banister Park, Southampton; Steven Peacock, Irlam, Manchester; Alex Holmes, Edinburgh, Scotland; Matthew Munday, Trowbridge, Wiltshire.

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***Ciarán Brennan* brings you the latest arcade action in...**

S·L·O·T·S O·F FUN

What a noisy time I had in the local penny arcade this month. It seems that tastes have changed slightly from scrolling shoot 'em ups to scrolling beat 'em ups. This means that the air is now filled with the sounds of screaming Ninjas and clashing swords instead of exploding spaceships. I wonder what the next craze will be?

By the way, I think that the impossible has happened — *OutRun* has been bettered. Check out the machine I'm talking about and drop me a line to let me know if you agree. While you're at it I wouldn't mind a few letters letting me know what you think of arcade games in general, and a few more arcade tips would also go down well. Anyway that's enough begging . . . I'm getting back into the driving seat.

CIARAN'S CORKY COIN-OP CHASE H.Q.

Wheeeeeeee! I've finally found a race game that's better than *OutRun*. You don't believe me? Then check this out. *Chase H.Q.* runs more smoothly than the Sega classic, its graphics are more detailed, the sound is more lifelike and it's even got a game attached to all of that high speed driving!

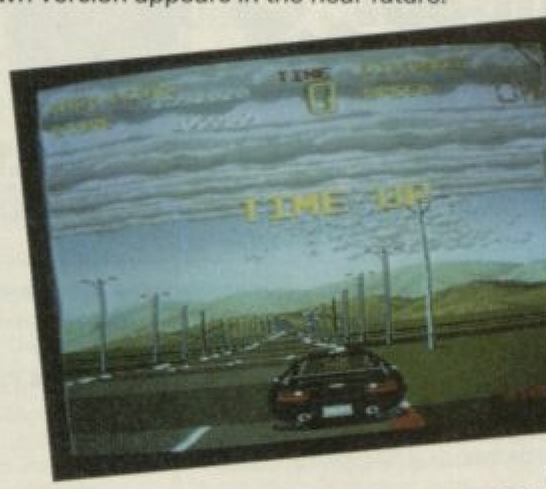
The story goes something like this. Two undercover policemen, one black and one white, are driving a high performance European Sports car around a coastal US city when H.Q. calls to put them on a case. Lights flashing, they speed off in pursuit of their suspect to the sound of pulsating rock music. Sounds familiar? Well so it should, cos everything in this game seems to be based on *Miami Vice* (except here the car's a Porsche — not a Ferrari).

Nancy is the girl at H.Q. who calls to put you on the case, her voice delivering a complex description of the suspect in some of the clearest and most polished digitised speech that I've ever heard. Come to think of it, all of the speech and sounds are remarkable — especially when you take a corner at high speed and you can still hear your partner screaming, "Hey man where are you going? He's gone the other way!" over the sound of screeching tyres.

If and when you do catch up with your suspect, the siren springs into action as you attempt to run him off the road. This done, it's back to base until Nancy crops up with yet another mission — maybe Ralph the Idaho Slasher is at large in his white Lotus, or Carlos the New York Bank Robber has just whizzed past in his yellow Ferrari (unfortunately very few criminals appear to drive Skodas these days).

The scrolling road is super smooth and the car flashes around bend after bend displaying incredible road-holding. If a little extra speed is needed at any stage, for making up the last few yards at the climax of a pursuit for instance, the Turbo Boost button on the side of the throttle comes into its own. This makes your already throbbing Porsche go like snow off a rope, but it only lasts for about five seconds and can only be used three times in any round.

I'd love to go on and on about his one but I haven't really got the space to do it justice. Do yourself a favour and get out and have a go immediately. If your local arcade doesn't have this one then write to your MP or move house or something — just make sure that you try it. *Chase H.Q.* is an absolute must for anyone who, like me, thought that *OutRun* was as far as the good old racing car game could go. Oh by the way, it's by Taito and the version I tried was a stand up model, but I'll let you know if a sit down version appears in the near future.



Convertibility Factor: 5



Who remembers *OutRun*?

SHINGEN — SAMURAI FIGHTER

Samurai swordplay games are two a penny these days, so new variations on the theme have to be really good to stand out from the crowd. For this reason I can't really see why Jaleco ever bothered to release this one. On the plus side there's a great bonus screen between levels and the animation's pretty smooth, but the gameplay and the graphics are so tired that interest wears out pretty quickly.

The plot sets you against a series of evil overlords, each guarded by a horde of oriental heavies. Like most games of this type it's better in two player mode, as the odds against a lone ninja are pretty heavy. By the way, the odds aren't the only heavy things in this scenario — some of the opposition look as though they were rejected from C4's Sumo wrestling for having weight problems. This shouldn't worry a hardy ninja too much though, because picking up a few little icons that are carelessly scattered around the floor enables you to split even the most obese of enemies in half with a single flick of the sword.

Speaking of icons, picking up the lettered icons to spell the word 'Samurai' gives the player an extra life — but finishing the word is a lot harder than it looks.



The bonus level that I mentioned earlier involves the player hopping on the back of a horse and flashing through a wood shooting arrows at targets. Icons are also available on this level, but watch out for the sharpened bamboo shoots that block the horse's path. Unfortunately the bonus level doesn't work too well when two players are involved because there aren't enough targets for two people to aim at.

Convertibility Factor: 8



Easy as falling off a Ninja.

KABUKI 2

Hello again all you Ninja and Samurai fans — you're certainly being well catered for this month. Well maybe not, because the quantity may be there but the quality certainly isn't. Taito's *Kabuki 2* is yet another left to right scrolling hack 'n slash game which looks really impressive but completely fails to deliver in the playability stakes.

The reason that this looks so impressive is the size of the sprites — they must be all of two feet tall *(you're lying — Ed)*, well maybe six or seven inches. That's all very well, but none of the characters actually move very well, and their impressive size soon becomes a handicap as the animation starts to resemble something from the original King Kong movie.

Anyway, what good are huge graphics when the game is as boring as a wet Tuesday in Ludlow? Numerous ghoulish opponents are seen off without the player ever having to pick up any of the extra weapons, and even the master Samurai or

TOP LANDING

Being an airline pilot is all about travelling around the world, seeing exotic sights and then relaxing around the pool of an expensive hotel with a gaggle of air hostesses, right? Wrong! It's actually about keeping a careful eye on millions of little flashing lights and dials and carrying the responsibility for the lives of hundreds of people on your shoulders. So which of these do you think Taito has decided to make a laugh a minute coin-op from? That's right, the second option — so chocks away Algie, it's serious simulation time again.

The gameplay is as simple as it possibly can be — just perform one simple take off and five landings using a standard aircraft steering column (you know the one, it's a bit like a steering wheel with the top removed) and two-way throttle. The only other things to look out for are the flight gauges (Engine Power Gauge, Inclination Meter, Altimeter, Course Indicator Graph) and, of course, the ground.

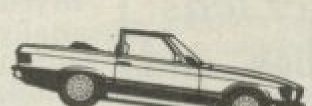
As I've already said, take off is really simple. Just line up the aircraft on the runway, build up speed, pull back on the wheel to lift the nose and hey presto! you're airborne. Landing, on the other hand, is a little more difficult. There's a choice of five airports to land in, including Washington, Paris and Rio (at last, those exotic locations we were hoping for) and as you progress your planes get bigger and heavier and the conditions get progressively more treacherous. The light fades, the wind builds up, it starts raining and by the end of the game you can be sure that one of the stewards will have left the McVities at the back.

Having spent a while trying to master the art of landing, I now know that I wouldn't be any use if I happened to be on a plane when the captain died! Cos though I was able to land a small trainer quite competently when the conditions were good, as soon as the wind picked up a little I smashed up £20,000,000's worth of jet airliner — oops!

The sedate but engrossing gameplay and careful attention to detail make *Top Landing* a welcome change from the usual running and blasting coin-op. But be warned, it's not as easy as it looks.



Convertibility Factor: 8



The action is simulated, the possibility's real.

terrifying beastie at the end of each level is easily dealt with (even if it does seem to take forever). I realised that *Kabuki 2* was destined for the great coin-op graveyard when I found my mind wandering for minutes at a time — without my game suffering in the least. If ever there was proof that fancy graphics have no bearing on a games quality then this is it.



Convertibility Factor: 4

Pint-sized sprites for a half-pint computer.



SUPERMAN



Is it a bird? Is it a plane? No, it's a big n' bulging Superman sprite battling against a gang of evil reptilians in this left to right scrolling beat 'em up from Taito. But wait a minute, isn't Superman invincible? What good is a beat 'em up where the main character can't be beaten? This might appear to be a serious problem to you and I, but the folks at Taito have come up with an ingenious solution — they've simply ignored the fact that our hero is all-powerful and have given him a limit of three lives!!!??!

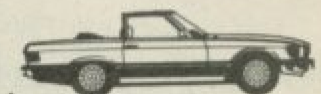
This cavalier attitude towards the daddy of the superheroes doesn't end there. In two player mode Superman is joined by, believe it or not, another Superman! The only difference being that this one is dressed in red — worra cheek.

But enough of this purism, let's have a look at the game. The start is quite convincing, with Clark Kent running along and undressing at the same time. Next thing you know he's dressed in red and blue and flying through the air with the greatest of ease. After this the game rapidly plummets into mediocrity. There are only two buttons to play with; one allows Superman to punch, the other gives him kicking power. (Kicking? Whatever happened to Superbreath and X-Ray Vision?)

Three power-up items give the man of steel extra power (since when did Superman ever need extra power?); red for rapid punches, blue to increase kick power and yellow for additional energy. Holding the punch button for a few seconds causes Superman's right fist to glow green and releasing it delivers the game's only good point — the Blast Punch — a yellow bolt which zooms from the great man's fist and knocks out anything in its path.

As you've probably guessed, I'm not a great fan. Taito has managed to waste a potentially brilliant licence by forgetting all of the things that made Superman great (Kryptonite, Lex Luthor, Lois Lane, Jimmy Olsen) and has simply dumped a great comic character into a below par fighting game.

A real pity.



Convertibility Factor: 7

Superchance for a close conversion.

ARCADE NEWS

Bub and Bob are back! That's right, the stars of Taito's *Bubble Bobble* are back for more adventures — this time in a psychedelic dream world called Rainbow Islands. A few other things have changed as well. For instance, the two brontasaurii have turned back into humans, but the evil Baron Von Blubba has kidnapped their girlie again (how come the two of them have only one girlie?) so it's back on the adventure trail.

There are seven islands to explore with four paths (or very long screens) leading to each. Scary monsters waiting at the end of each level — well, scary in a cute sort of way — include a Spider, Count Dracula, a Helicopter and a Ghost. Wings are available for collection, as are ice creams and lots of other cutesie stuff. All in all expect more of what you got in the first.

War is hell! But one thing that's even worse is being a prisoner of war — ugh. All those Red Cross food parcels and weepy letters from home — anything has to be better than that. But there is a way out — a left to right scrolling way in fact. SNK is set to launch a beefy addition to the ever-growing range of beat 'em ups in the form of *P.O.W.*, a one or two player game in the style of *Double Dragon*.

The object of the exercise is to help a prisoner (or two) escape from a heavily defended fortress prison. Machine guns, knives and grenades can be picked up along the way — and believe me you'll need them as the place is bristling with guards. Having played a preview version of the machine, the *YS* team gives this a first class thumbs up. But finally, just a quick question for the games designers at SNK — if these guys are so tough, how come they were ever captured in the first place?

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Standard Discs

CP/M Plus for the Spectrum uses the same discs as +3DOS, so you'll be able to read and write your Spectrum discs. But it can also use the discs for the most popular CP/M machines about – the Amstrad CPC and PCW – so you'll be able to run many programs for these machines as well.

Standard Screen

CP/M Plus on the +3 can emulate a standard 24 line, 80 character screen, so most existing CP/M software should run without any problems – we've even kept the control characters the same as the Amstrad CPC and PCW computers, so programs for these machines should run with little or no change.

CP/M Plus is a trademark of Digital Research Inc.

But don't just take it from us, Crash magazine's verdict was:

"At £30 for CP/M Plus, utilities, and Locomotive [Mallard] BASIC, this package is a bargain if you're at all interested in computers for their own sake. . . . Even if you don't want to be a hacker, you can be a 'power user' with CP/M, using whatever parts of it appeal, to run a customised computer system for work, business or fun."

Fast BASIC

Using the PCW benchmarks, Mallard BASIC is five times faster than Spectrum BASIC. It's not only faster, it's more accurate too!

Powerful BASIC

Mallard BASIC understands +3 discs - so you can read and write disc files, serially or randomly. Using Mallard's built-in "Jetsam" commands, files can be indexed by key and sorted into alphabetical order. You could use this, for example, to create a database. Jetsam is designed to give quick access to your data.

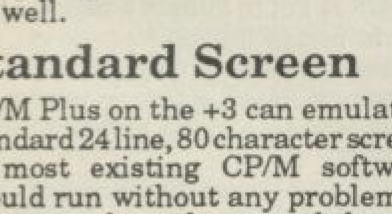
Compatible BASIC

Mallard is compatible with the industry standard BASIC, so there's lots of public domain programs you can pick up and run with little or no change. Once you've written your own programs, you'll find it easy to move them to other, more powerful, computers. Mallard also runs on PC compatibles and on the Amstrad PCWs.

Mallard BASIC is a trademark of Locomotive Software Ltd.

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2 **FEB '86** • *Three Weeks In Paradise* map • *Friday The 13th* poster • *Beach Head II/Worm In Paradise* reviewed • *Art Studio* review • Matthew Smith interview • Joysticks tested.

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32 **AUGUST '88** • FREE! *Smash Tips!* Parts one and two! The complete guide to Spectrum games, old and new. MEGA!• *Where Time Stood Still/Dark Side/Mickey Mouse* megagamed • *Cybernoid/Driller/Blind Panic* mapped • Perfect Printers? *Rage Hard* investigates

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34 **OCT '88** • Corking exclusive cover game *Dustin* • *Overlander/Intensity* megagamed • *The Darkside* mapped • Part 4 of *Smash Tips!* Cool! • Program Pitstop Music Special. Boogie on down to some of your music routines. • DIY Adventures.

35 **NOV '88** • Triffic cover game, *Orbix The Terrorball* It's mega! • *Laser Squad/Samaurai Warrior* megagamed • First look at the NEW Sinclair PC 200! • Full colour map of *Soldier Of Fortune* • Joy Of Sticks — We test out ten of the top joysticks around. • And don't forget *Smash Tips* Part 5!

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Drop in and pick up a back issue.

POSTMAN'S

Richard Blaine digs into his postbox to bring you the latest on Play By Mail and postal strikes!

It's a good thing that the postal strike is over, as it's been causing us all a few problems. Funnily enough, one of the companies which has done well out of the strike is Interflora — lots of people have been sending flowers because they can send a message as well. Don't know if any PBM gamers have resorted to that — somehow 'Agree to join in attack on Liverpool' attached to a bunch of Chrysanthemums doesn't sound quite right.

Actually, for Play By Mail companies, the damage caused by a postal strike is no laughing matter. While some of the smaller games, run by people from their living rooms, could afford to go into hibernation for a couple of weeks, the professional companies have overheads to pay — staff salaries, light, heat, electricity and rates. So a number of them had to sweat it out, cross their fingers and hope that things wouldn't be as bad as in 1972, when the postal strike lasted 17 weeks!

The strike wasn't too good for me, either — not a lot of news around. I have, however, had some confirmation of some news I gave you last time: Jade Games has definitely taken over *Global Supremacy,* and will be continuing existing games. I understand Jade may also be looking at taking over *Starmaster* as well. *Midgard* has apparently gone to a company in America — presumably back to the people who wrote it. No-one seems to be interested in taking over *Tribes Of Crane,* so it looks as if it will be folding.

This month I've asked a friend of mine to do me some words on Zines, and he's come up trumps. Just for some background, zines are small magazines, of say 40 pages, usually with a circulation of 50 to 150, in which you can play various postal games — originally people used to play *Diplomacy* in a zine. Cheap to play in, lots of fun, and you get to meet lots of interesting people... take a look at the dope to the side.

Anyway, on to some correspondence. **Matthew Macariou** writes from Buxton in Derbyshire (a place I have reason to remember well — I spent some time tramping about the Peak District there when I was younger). He complains that I have only barely covered his favourite game, *Gameplan* from Sloth Enterprises. 'It's a brilliant American football coaching

'Zine It All Before.

Play By Mail? Nope. It's Play By 'Zines.'

The postal workers dispute hit one minority group very hard — the postal gamers who find that face-to-face gaming, if they can get it, doesn't satisfy their craving to play games. They play games by mail through the loosely-knit collection of games magazines known as 'The Hobby'.

There are about 100 magazines, or 'zines' currently in operation. They are the descendants of the zines that started in the late 1960s offering *Diplomacy,* a popular board game, by post.



Diplomacy is still the most popular game, but now players can have their pick of other board games, war games, fantasy campaigns and sports games all played by zines.

Some zines are built around one or two big games or campaigns, others offer a wide variety of games and news. A third category are principally 'chat zines' which offer few games and consist chiefly of articles by the editor and letters from readers which often have nothing to do with games.

A typical Diplomacy orientated zine is *NMR* run by **Brian Creese** and **Ken Bain** which is now heading for its 100th edition. It offers *Diplomacy* and its variants and any other board games the editors think are suitable for postal play.

About half of *NMR* consists of chat. There is some news of the hobby but most of the chat is highly personalised. There is a diary column by each editor, book, film and record reviews by Brian, and, best of all, six or seven pages of readers letters on any subject under the sun.

Many zine editors impose their characters heavily on their publication. Having to contend with an Editor's ego (hem, hem) is the price subscribers pay for having their games run cheaply. Often the character of the editor makes the zine attractive though. (*Hem, hem. Ed*) *Greatest Hits* is an extreme example.

Pete Birks started *Greatest Hits* in 1974, it's now up to issue 142, vying with **Richard Walkerdine's** *Mad Policy* for the honour of first zine to hit 150. Only one tenth of *Greatest Hits* is now games. The rest is chat and Birks says that 90 percent of subscribers play no games and take the zine for the chat.

For the most part role-playing lends itself very badly to Play By Mail. But there is one long-running campaign based on *Tunnels And Trolls* running in a zine called *Take That You Fiend,* edited by **John Harrington** and **Kevin Warne**.

However, the best bet is *En Garde,* the game inspired by the Three Musketeers. The largest postal game is run in *Small Furry Creatures Press* by **Theo Clarke** and **Paul Evans**. *SFCP* owns the UK rights to the game and their postal campaign is moderated on a computer. This allows them to adjudicate the orders of 70 players in a day and to print out order sheets which go out with the zine and update the players' positions. *En Garde* is a campaign rather than a game. In theory it can go on for ever as characters develop or die and new ones enter.

SFCP is principally a game zine with games reviews and articles as well as word games; the old favourites *(Railway Rivals, Diplomacy* and *Sopwith* — a World War I dogfight game), and a couple of oddities like *Startrader* and *Snowball Fight.*

For those players interested in fantasy games who don't necessarily want to play by post there are amateur zines. One is *Imazine,* run by **Paul Mason**. It prints articles, reviews of products and scenarios.

Jan Niechwiadowicz, the Hobby historian, estimates that there may be as many postal sports games players as *Diplomacy* players. The bulk of the sports games are campaigns. Players own an American football team or a soccer club. Not only do they pick the teams for games and decide on match strategy, but they also buy and sell players and arrange training. Even if a team does badly one season there's always next year to look forward to.

The most popular sports game is *United,* a football game. **Andy Bates** runs two leagues in his zine *Froggy.* One has 60 teams and the other 30. Each division contains just 10 teams. The reason, says Andy, is to keep the seasons short so that players whose teams are struggling do not become disillusioned and drop out.

Andy also runs *Diplomacy* and its variants. He is also trying to work out the rules for an

KNOCK

Play By Mail

simulation,' he says. 'The game includes pre-season matches, roster (player) selection, training, play formations, full league results, playoffs to Superbowl and the annual draft of new players. The game is so good, I thought you may find it deserves a full review." Well, Matthew looks like you could be right. As you point out, American football is increasing in popularity in this country, and *Gameplan* could be a way for those of us who are more the size of ice cubes than fridges to play. I'll get one of my spies on to it at once.

Scott McClaren, writing from Dundee, points out that the address for Mitre Games I gave at the end of the *Global Supremacy* review is wrong.

Thanks Scott, and you should find that I have let everybody know in the last issue, plus mentioning the problem again in this one. Unfortunately, the magazine goes to press some time before you see it on the newsstands, so when something like Mitre's demise happens, we sometimes just miss being able to cover it.

Scott also wants me to inform readers that he is setting up a PBM company himself, Ashmore Enterprises. He will be running a football management game called *Hat Trick,* and a space conquest game called *No Mercy.* Both games will cost £3 for start-up, including two free turns. After that, turns will be 50p each plus a stamped self-addressed envelope. If you're interested, write to Scott at 16 Lyndhurst Terrace, Lochee, Dundee DD2 3HP and get him to send you some more information (don't forget the sae!).

We seem to be popular in the North and in Scotland, for some strange reason: obviously there must be a larger percentage of people with the taste, intelligence and breeding necessary to (a) buy *Your Sinclair* and (b) play PBM games in these regions. Anyway, the last letter this month is from **Adam Cochrane** in Ross-shire.

Adam says we haven't said anything about his favourite game, *It's A Crime,* well not enough for a real fan anyway. He's been playing for a while, although he says he's no expert, and he has a few tips for anyone who might be starting out, so they can avoid the mistakes he made. Also, anyone in the game and in desperate need of help can write to Adam at 1, Westford, Alness, Ross-shire IV17 0RY, Scotland, enclosing a stamped self-addressed envelope and he will give them advice. Can't say fairer than that guv.

Adam's tips: mug people to gain experience; rob offices and warehouses; rob buildings with low defence levels — the higher the defence level, the more chance of being caught; mugging is good for boosting morale; firebomb schools, and churches to gain notoriety; firebomb warehouses to get lots of money; ambushing is good for depleting an enemy's gang, plus it is good for notoriety and raising morale.

Hmmm, I think we're going to have to get someone to review this game as soon as possible — sounds like Mary Whitehouse might be the right person...

To quote **Porky Pig,** "Th-Th-Th-That's All, Folks!", and may your games-master go with you.

American football campaign.

For players keen to start playing *Diplomacy* by post, **Danny Coleman** runs a zine called *Springboard* which offers games for first-time players and articles about *Diplomacy* strategy, other zines and hobbymeets and conferences. **George North**, who edits *Spanner,* a zine dedicated to United, also runs the zine bank. For £1 and a large sae he will send out a sample of current zines. There is also a package for novice players which is, again, *Diplomacy* oriented and is put together by **John Dodds** and costs £2.

Peter Berlin

FANZINE FAX BOX

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14 Westover Road,
Handsworth,
Birmingham, B20 1JG.

Small Furry Creatures,
Theo Clarke,
42 Wynndale Road,
South Woodford,
London E18.

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4 Channel Road,
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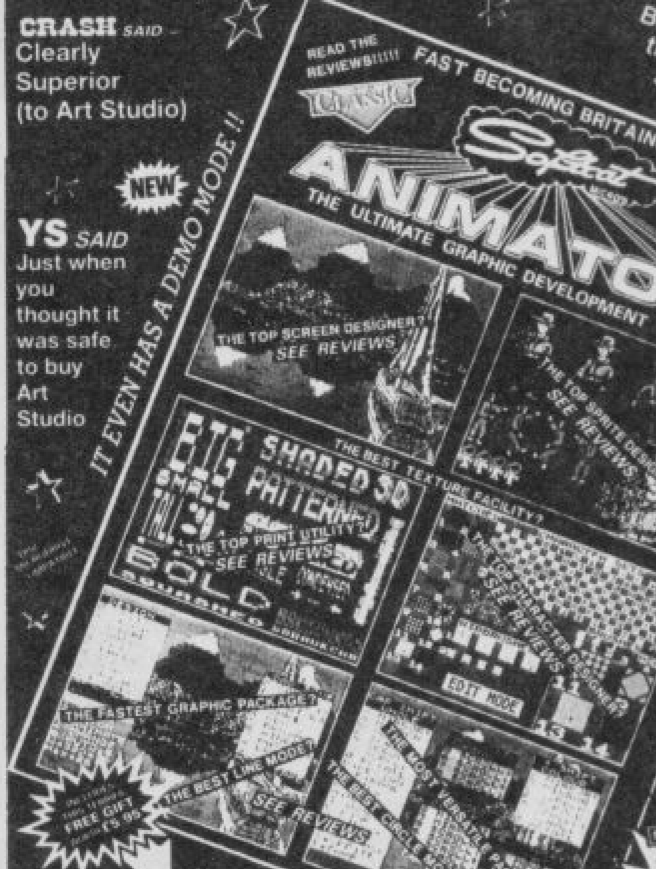
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What BIG prizes you've got grandma!



YS COMPO

WIN ALL THIS:
A Fantastic Radio-Controlled Boat!
10 Operation Wolf *T-shirts!*
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We don't know but we've been told,
Ocean's got a heart of gold,
It's also got a great new game,
Now's your chance to kill and maim.

Sound off chipmunks 'cos Ocean's brand new arcade conversion. *Operation Wolf* is a real corker! And to celebrate its forthcoming release those happy Mancunians have decided to give away a faberoonie radio-controlled boat for you to take away as your very own. Coo! Unfortunately only the top prize winner gets to haul up the anchor which is a bit of a ship, but luckily ten second prize winners will collect a copy of the game each *and* the trendiest of arcadester's fashion accessories — an *Operation Wolf* T-shirt! Think how that will go down with your arcade buddies. As if that wasn't enough, there's also another 15 copies of the game on offer for the runners up — that's 26 different ways to win — phew!

So enough of this waffling, here's how you get your hands on these goodies . . .

WHAT YOU DO

Okay leathernecks it's a bit of a role-playing compo this time, but you can put away the swords and ditch those goblin sidekicks because in true *Operation Wolf* style you're going to take the part of a commando. Like the game, you've got to rescue a group of hostages from the clutches of a tyrannical dictator. But you've got to do it in the comfort of your own bedroom by playing a game of *YS/Operation Wolf* 'commando darts'. Haven't a clue what we're talking about? Well read on and all will become clear . . .

First off you'll need this page, so make sure that you don't tear it out by accident to use it for lining the cat's litter tray. You'll also need a heavy duty felt-tip pen and some cleaning materials. Got that? Now all you need to do is cut out the page, stick it on your bedroom wall using blue-tac or chewing gum, making sure that the top of the page is exactly 5' 6" from the floor. When you're sure that the page is firmly fixed, walk exactly five paces from the wall and make a mark on the floor with the length of sticky tape. (By the way, remember to make sure that the wall is well protected with newspaper as things could get pretty messy from here on.)

Now here comes the interesting bit . . . stand behind the mark on the floor (or 'oche' as darts players call it) and taking your pen firmly in your grasp throw it right at the centre of the target. Repeat this process four more times and then carefully remove the page from the wall and put it away in a safe place. When you've finished, make sure that you clean up whatever mess you've made before your mum catches you and remember to scrub off any pen marks that you've made on the wall, cat, etc . . .

When your bedroom is finally back the way you started, take the page and send it to This Is My *YS* Operation Wolf Compo Entry And 'I Haven't Cheated Honest Guv, PO Box 320, London N21 2NB.

And just in case some of our more unscrupulous readers think that they'll get away with just sitting down and drawing marks on the target — be warned! This page has been specially treated with a top secret chemicals which can detect if the pen marks have been made from a distance of less than five paces. So just try it matey! By the way, extra points will be added for those who play in full camouflage gear.

- ***Commandos who have not freed their hostages by December 31st (New Year's Eve!) will be court-martialled.***
- ***Brigadier General T'zer's decision is final and her word is law.***
- ***Soldiers in either the Dennis Publishing platoon or Ocean batallion may not volunteer for this raid.***



Name..

Address..

....

....**Age**..........

Tie-breaker (to be completed in no more than two words)

I like *Operation Wolf* because..

RAGE HARD!

Phil South looks at the ultimate deterrent in the RAM pack wobble stakes, as MGT launches the TwoFace, a switchable two-way user port.

A what? A switchable interface for my user port? Why would I want one of those?" I said. MGT smiled at me and said, "Try it." Oh well, I'm game for a laugh, so I tried it. To my great surprise, I liked it, and found it more useful than many other things I've shoved into my user port. Fnar!

Expansion ports have been popular for years, allowing the industrious Speccy user to connect as many gadgets as he likes to his machine, all at once. But such ports have always been fraught with problems. In most cases they're just a piece of ribbon cable which has been soldered with a spare male connector in the centre. I've used a lot of these jury rigged ribbon style connectors in my time, and they've always been wobbly, unreliable, and had a nasty tendency towards crashing. And the most perilous kinds of connection are those which involve the dreaded PRINTER INTERFACES!!! How many times have you wanted to print something out from your Speccy and found that the port is gummed up with the very item you want to print from?



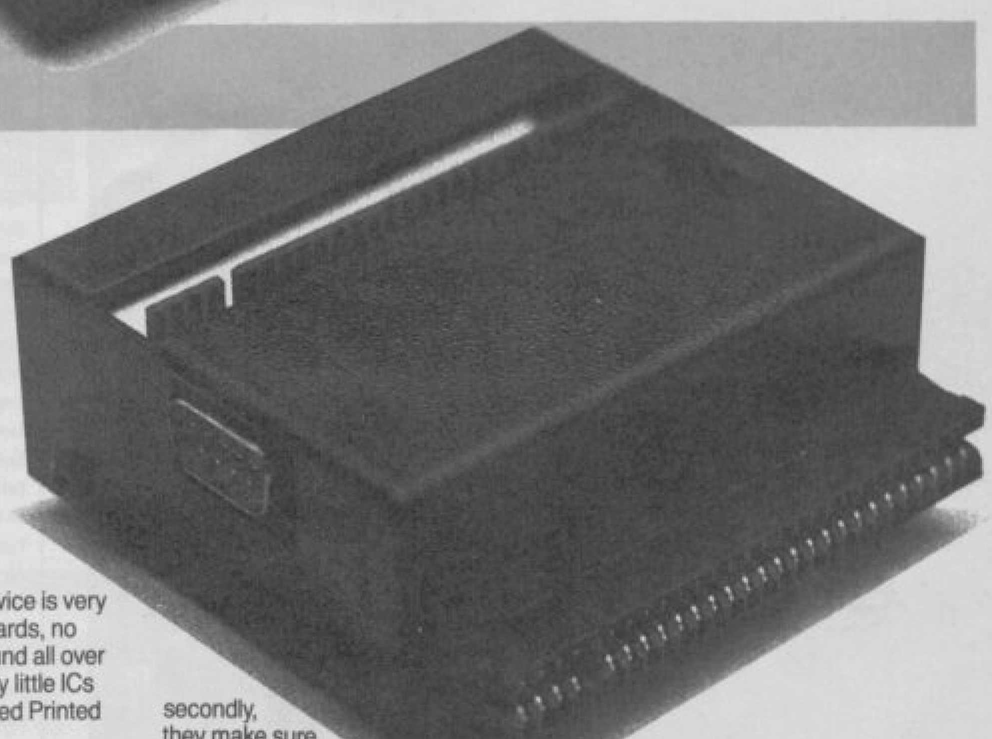
Dr Snouty's Casebook

Take the VTX5000. A fine little modem, and very inexpensive to buy. But what do you do if you want to print out your screens of Prestel/Micronet? It seems like a fairly simple process. You save your screens to tape online, and print them out offline when the modem's detatched from your user port. Or so you'd have thought. But in order to recall the screens from tape, you have to have the modem attached. Why? 'Cos the screens are in a special format, peculiar to Prestel, and won't load in a naked Spectrum.

Okay, so you wedge your printer interface into your user port, then the lead from the modem. But the modem sits under the Spectrum, raising the interface off the ground and makes it wobble. The computer crashes. So you get smart and lay your modem upside down, BEHIND the Spectrum, so everything's in contact with the table. But it still doesn't work. You unplug everything, plug it back together... and so on.

This all sounds pretty stupid, but it often happens. A dodgy lead trashed my Speccy, and it was all down to the jolly old 56 way connectors which are the only way the Speccy can communicate with outside peripherals.

That's where the TwoFace comes in. You can connect your peripherals, like the Plus D disk interface, printer, Vidi ZX, whatever, to your ports, and either switch them in one at a time, or all together. This is an excellent idea from my point of view, as not only will it allow me hours of trouble-free computing, it'll stop me drop kicking the little fiend through the window! Anyroad, before I get carried away, let me tell you all about the physical construction of the device.



How about this for self-contained, No floating circuit boards and no trailing wires to snare your coffee cup and crash the machine.

So, What's In It?

The construction of the device is very neat. No floating circuit boards, no messy wires whizzing around all over the shop. Just neat and tidy little ICs nestling on a few solidly fixed Printed Circuit Boards (PCBs).

The chips are what you'd expect from a device of this type, especially one with a Kempston compatible joystick port wedged on the side. On the secondary PCB are the three chips, A 74LS240 Octal Buffer, a 74LS32 Quad 2-Input OR Gate, and a 74LS138 3-Line to 8-Line Decoder. These chips do two jobs. Firstly they wire in a joystick into the user port, and secondly, they make sure that you can switch the IORQ and MREQ pins without causing any hardware headaches.

The only other bits inside the box are a 9-way right angle male D Connector (joystick port to you) a 4-pole 3-position slide switch, and the three PCBs, including 2 × male and 1 × female 54-way connectors and a metal casing. Four rubber feet on the bottom of the unit keep it at the same level as the user port on the Spectrum. The unit rests very comfortably behind the Spectrum, and is as sturdy and wobble-free a unit as I've ever lobbed onto my user port. It's stability comes from the metal casing, plus its grippy rubber feet, which hold the surface of the table so well, that for a minute I thought it was stuck to it!

Yes, But What's It Like!

The TwoFace works well. The select switch on the top means you can have either both ports in use at once, just the back one, or just the front one. And the best thing about the TwoFace is that because it's only switching the IO and Memory Request lines, you can usually fit incompatible interfaces to it with absolutely no hassle — no crashing and no chip rupture. And even if they are incompatible, you have the choice to switch them in or out to your own requirements.

Being able to use a Kempston joystick at any time is good news too, as most joystick ports are a bit tricky to use in conjunction with anything else. Another nice feature for +D users is the little gizmo that comes free with the TwoFace called a 'wobble plate'. Sounds like a serving of jelly to me, but in fact it's a small piece of metal which screws into the TwoFace, and also into the +D in the upright position. This means the two units are as one, and every time you press the snapshot button, you get a lovely picture of your screen, not a busted Spectrum. Yes folks, you can say bye to the wobble.

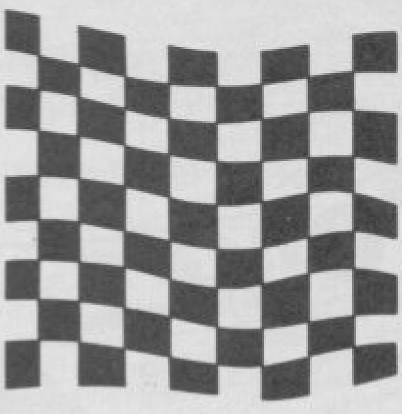
Now then, I wonder if MGT could do the same for my tummy...

The hip bone's connected to the thigh bone, the thigh bone's connected to the knee bone, the knee bone's connected to the ankle bone, and you can even connect the heel bone to the shoulder bone.

FAX BOX

Gear... MGT TwoFace
Price... £16.95
Supplier... Miles Gordon Technology, Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea SA7 9EH.

PROGRAM PITSTOP



Tantaraa!!! It's time again for the Pitstop Show. Your host, as usual, is the Man with the Most — *David 'if it moves POKE it' McCandless.* Tantaraaa!!!

In the last *Pitstop* special I waffled on for aeons about how sound and music create good atmosphere and enjoyment in a game. Now, in this month's special, I'm going to waffle on for ages about how screen effects create an element of finesse and a more refined look.

As you may know, a snazzy clear screen routine or a swift scrolling effect certainly sharpens the overall impact of a game. Not that I'm saying that everytime you clear the screen you should use a complex routine involving algorithms and thirty-two bit arithmetic, but rather that the occasional screen effect at key points in the game (such as the beginning or the hi-score chart) often works really well.

So I thought I'd print you some simple visual machine code routines, so you could see for yourself just how effective they are.

The following routines are plain and straightforward. They don't use any obscure instructions or intense calculations, and if you've already taken the first tentative step on the machine code ladder (buying an assembler, a good book, and getting down to some serious trying) then these routines will help you take the next few steps. Before you know it you'll be at the top of the class and doing Star Tips for me (I wish).

Anyway, here we have a selection of routines from excellent amateur programmers including **Michael Wilcox, Tom Baker** and **Giles Cartmel** as well as an impressive screen compress routine from one **Ross Holman.**

Next month we'll be back to normal with all the latest from the greatest. But I have another Pitstop special planned, this time concerning Loaders. And in this one, apart from a standard fast loader we'll have a routine that mimicks the Alcatraz system used on US Gold games and also some strange and weird loaders that surprised even me.

In the meantime, if you become inspired and feel like having your name in print, and running the risk of earning yourself fifty smackeroonies, then send me your programs (Basic or machine code) to me David McCandless at Program Pitstop, *YS*, 14 Rathbone Place, London W1P 1DE.

EXTRA SPECIAL FX

DISINTEGRATE

Tom Baker, renowned for his time travelling adventures but more for his programming prowess, has written a brilliant disintegrating screen routine for us. The method is quite simple and well used. In layman's terms it takes the visual garbage from the ROM and merges it with the screen, in such a way that you get a distorted fading effect. Quite clever really, especially when done six or seven times in succession.

```
        ORG 60000
FADE    LD DE,10
        LD B,5
        ; no of times to fade
LOOP    PUSH BC
        PUSH DE
        HALT
        ; equivalent to PAUSE
        HALT
        LD HL,16384
        ; address of screen
        LD BC,6912
        ; length of screen
ILO     LD A,(DE)
        AND (HL)
        LD (HL),A
        INC DE
        ; add one to DE
        INC HL
        DEC BC
        ; take away one from BC
        LD A,B
        OR C
        ; check to see if BC=0
        JR NZ,ILO
        POP DE
        INC DE
        POP BC
        DJNZ LOOP
        LD HL,16384
        LD (HL),0
        PUSH HL
        POP DE
        INC DE
        LD BC,6911
        LDIR
        ; clears the screen
        RET
```

MOVING BARS

Michael Wilcox has often graced these pages with his ingenuity and now here is the first of his instalments — a cunning little number that prints an eldritch selection of moving bars on the screen, making an impressive screen effect.

```
        ORG 32768
LP      LD HL,22528
        ; address of colours
LP1     LD A,R
        ; R=refresh register
        ; it changes all the
        ; time
        AND 32
        ; replace 32 with any
        ; number 0-255
        LD (HL),A
        INC HL
        LD A,H
        CP 91
        JR NZ,LP1
        HALT
        HALT
        HALT
        HALT
        HALT
        HALT
        HALT
        HALT
        LD A,(23560)
        CP 32
        RET Z
        ; return to BASIC
        JP LP
```

PAN IT

Ever wanted to scroll windows or even the whole screen smoothly? I bet you have. Well now you can do it (scroll windows that is) using this program by **Michael Wilcox** and not just in a meagre single direction either.

The way it works is fairly simple. A window is specified and then the program either rotates the eight screen elements (pixels) that make a byte left or right to produce a scrolling effect.

```
    PIXEL SCROLL RIGHT
        ORG 32768
        LD D,16
        ; D=height
        LD E,31
        ; E=length
        LD H,0
        ; H=X AT co-ord
        LD L,0
        ; L=Y AT co-ord
        LD (STORE),HL
        LD B,D
LPR1    PUSH BC
        LD BC,(STORE)
        LD A,B
        INC A
        LD (STORE2),A
        DEC A
        CALL 8881
        ; a ROM based
        ; calculation routine
        LD B,E
LPR2    RR (HL)
        INC HL
        DJNZ LPR2
        SUB (HL)
        POP BC
        DJNZ LPR1
        RET
STORE1  DEFB 0
STORE2  DEFB 0
        ; use this notation in
        ; your assembler to
        ; allow variables
```



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```
PIXEL SCROLL LEFT
        ORG 32768
        ; this puts the code at
        ; the selected address
        LD D,16
        LD E,31
        LD HL,0
        ; as before
        LD (STORE1),HL
        LD B,D
LPL1    PUSH BC
        LD BC,(STORE1)
        LD A,B
        INC A
        LD (STR2),A
        DEC A
        CALL 8881
        LD A,E
        ADD A,L
        LD L,A
        DEC L
LPL2    LD B,E
        OR A
        RL (HL)
        DEC HL
        DJNZ LPL2
        POP BC
        DJNZ LPL1
        ; this instruction
        ; takes one from B
        ; and then jumps to
        ; the specified address
        ; if B is not 0
        RET
STORE1  DEFB 0
STORE2  DEFB 0
```

BLURRED 'O'EFFECT

Yes the routine guaranteed to give you double vision and a headache! A brain blending routine courtesy of **Giles Cartmel** which scrolls the screen both left and right to give a wavering look.

```
        ORG 32768
        LD HL,0000
        ; X, Y coords
        LD D,194
        LD E,15
        INC H
        DEC D
        LD (STR1),HL
        LD B,D
UPLP1   PUSH BC
        LD BC,(STR1)
        LD A,B
        INC A
        LD (STR2),A
        DEC A
        CALL 8881
        LD (STR4),HL
        LD A,H
        DEC H
        AND 7
        JR NZ,ENDUP
        LD A,L
        SUB 32
        LD L,A
        JR C,ENDUP
        LD A,H
        ADD A,8
        LD H,A
ENDUP   LD (STR3),HL
        LD HL,(STR4)
        LD A,E
        PUSH DE
        LD DE,(STR3)
        LD B,0
        LD C,A
        LDIR
        POP DE
        POP BC
        DJNZ UPLP1
        DEC HL
        LD B,E
UPLP2   LD (HL),0
        DEC HL
        DJNZ UPLP2
        RET
STR1    DEFB 0
STR2    DEFB 0
STR3    DEFB 0,0
STR4    DEFB 0,0
```

MULTI FX

Effect	Factor 1	Factor 2	Factor 3	Factor 4
Shutter CLS-L	8	RES 0, (HL)	ADC A,8	134
Shutter CLS-R	8	RES 7, (HL)	SBC A,8	190
Shutter FILL-L	8	SET 0, (HL)	ADC A,8	198
Shutter FILL-R	8	SET 7, (HL)	SBC A,8	254
EARTHQUAKE	6	SRA (HL)	SBC A,8	46
Thick EARTHQUAKE	6	RLC (HL)	ADC A,8	6
Shutter FILL-CLS	16	RES 0, (HL)	ADC A,8	134
Shutter FILL-CLS	16	SET 7, (HL)	SBC A,8	254

Giles Cartmel materialises again with a wily little generic screen FX routine. It uses one base program which you modify slightly to provide the required effect.

To get this to work simply replace the labels (FACTOR 1,2 etc) in the main program to the entry on the table. So for Routine 1 the program reads.

LD C,FACTOR 1

Change it to:
LD C,8

```
        ORG 32768
        LD C,0
LP0     LD HL,16384
        LD A,192
LP1     LD B,16
        AND A
LP2     RR (HL)
        INC HL
        RL (HL)
        INC HL
        DJNZ LP2
        DEC A
        JR NZ,LP1
        DEC C
        JR NZ,LP0
        RET
```

UP Y'KNOW

This up scroll routine (1988 **Michael Wilcox** Creations) is cleverly designed so not only can you scroll the whole screen with the ultimate in ease and smoothness, but with windows as well. Cor! Unfortunately I haven't a down scroll routine to couple it with. Anyone oblige?

```
        ORG 32768
        LD C,factor1
LP0     LD HL,16384
        LD D,192
LP1     LD B,32
        AND A
LP2     factor 2
        INC HL
        DJNZ LP2
        DEC D
        JR NZ,LP1
        LD A,(LP2+1)
ADDER   factor 3
        LD (LP2+1),A
        DEC C
        JR NZ,LP0
RESTORE LD A,factor 4
        LD (LP2+1),A
        RET
```

ENLIGHTENMENT

Look I know you're confused. I know you don't know your bits from your bytes, your fingers from your toes, your hexes from your decimals. But these routines are best suited for those people hovering in the twilight zone between total incomprehension and total understanding. It's for those people who have an assembler, a brain, and are interested in learning the old machine code, yet who also understand a microbe of the logic behind computers.

And in case you don't know the terminology here's a brief breakdown (and we are talking ultra-brief):

Byte — the basis of all computers. 1024 bytes make a kilobyte or 'K'. The Spectrum has 49152 bytes or 48K.

Bits — each byte is made of eight bits (well technically nine but I won't go into that). Each one can be set or reset. So your average byte looks like this: 00000000. Each descending bit has the value 128,64,32, 16,8,4,2,1 respectively.

None of the above bits are set so the value of the byte is zero. When, however you SET a bit like, 10000000. The value of the byte becomes 128 (as the bit on the left has the value 128). And if the bytes looks like this: 10000001 then the value is 129. Easy eh?

SQUELCH!

by Robin Holman

If you're one of those people who write a three line letter all the way from Australia just to tell me that I made a spelling mistake on page 92 of the August issue, then you'll probably complain that this routine isn't technically a screen effect. Well it is, so shuddup. This program squelches a screen, attributes and all, in such a way that a cute cuddly miniature of it appears. Great eh? And it's easy to use too!

Method

Use the Hex Loader to load the hex listing into 50000 and save it with SAVE "squelch 1" CODE 50000,218. Then type in the little Basic controller and save it with SAVE "squelch2" LINE 90. Then RUN the program.

SQUELCHING

Firstly the program'll ask you for a Y co-ord (0-12) and then an X co-ord (0-16), these are the coordinates where the compressed screen will appear. Then you'll have to load in a screen, so have a tape on hand; and after you've loaded in a screen — squelch! The compressed version then appears on screen. This can be repeated again and again simply by pressing L until the screen is full of squelched screens. Once you've a competent number of compressed graphics bursting out all over the TV, you can save the whole lot by pressing E. Simple innit?

INDEPENDENT COMPRESSION

Should you wish to utilise the code outside normal working hours (and Basic program) here are some details you should know:

- to compress the current screen use RANDOMISE USR 50000 — POKE 50003, X co-or (0-16)
- POKE 50001, y co-ord (0-12)
- the compressed screens reside at 32768 to 39680
- the program uses addresses 60000 to 60012 as temporary storage

A great screen clearing effect can be created if you repeatedly call the squelch routine until the screen disappears.

SQUASH!

Well that just about wraps it up as they say. But Robin does say that he doesn't mind people using the routine in their own programs although he doesn't want it copied out to jam into a fanzine. Got that.

```
50000 3E 06 1E 08 06 0C 80 32 =504
50008 60 EA 26 40 68 01 1F 00 =571
50016 22 64 EA FE 10 28 05 3C =798
50024 E0 42 18 F7 22 66 EA DD =1165
50032 21 60 EA DD 36 01 08 DD =668
50040 36 02 18 DD 36 03 08 DD =587
50048 7E 00 DD 4E 01 CD CA C3 =1028
50056 ED 5B 64 EA ED 5A EB DD =1445
50064 7E 02 DD 4E 03 CD CA C3 =1032
50072 DD 35 03 DD 35 03 AF DD =950
50080 BE 03 20 0C DD 36 03 08 =523
50088 DD 35 02 DD BE 02 28 43 =796
50096 DD 35 01 DD BE 01 20 07 =726
50104 DD 36 01 08 DD 35 00 06 =564
50112 10 CD D8 C3 12 13 10 F9 =937
50120 18 B5 3D 08 47 0F 0F 0F =395
50128 E6 E0 6F 78 E6 18 F6 40 =1249
50136 B1 67 C9 AF C5 CD E7 C3 =1484
50144 23 CD E7 C3 23 C1 C9 06 =1101
50152 04 4E CB 11 CB 17 CB 11 =748
50160 10 F8 C9 21 E0 5A ED 5B =1140
50168 66 EA ED 5A EB 21 E0 5A =1245
50176 06 0C C5 06 10 7E 12 23 =416
50184 23 13 10 F9 01 60 00 ED =653
50192 42 EB 01 30 00 ED 42 EB =888
50200 C1 10 E7 21 00 80 11 00 =618
50208 40 01 00 1B ED B0 C9 00 =706
STOP
```

```
  0>REM

   SCREEN$ COMPRESSION ROUTINE

    1988 BY ROBIN HOLMAN

  10 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLEAR 32767
  20 INPUT "Y CORD : ";y: IF y<0
 OR y>12 THEN  GO TO 20
  30 POKE 50001,Y: INPUT "X CORD
 : ";x: IF x<0 OR x>16 THEN  GO
TO 30
  40 POKE 50003,x: LOAD ""SCREEN
$ : RANDOMIZE USR 50000
  50 INPUT "(E)ND,(L)OAD SCREEN$
 ? : "; LINE A$
  60 IF A$="e" OR a$="E" THEN  R
ANDOMIZE USR 50203: DIM a$(10):
INPUT "FILENAME : "; LINE a$: SA
VE a$( TO 10)CODE 32768,6912: ST
OP
  70 IF A$="l" OR a$="L" THEN  R
```

Don't forget if you have any mind-boggling, ear flapping routines just drop me a line (and your program) at Program Pitstop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Best program printed gets a £50 cash prize. Whoopee!


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SHOW STOPPERS

Sick behind the fridge? Scared of "Tarby"? Never found blue fluff in your belly-button? Listen to the Bay City Rollers while wearing spook- trousers and platform boots? Are you like that? At the 1988 PC Show at Earls Court we met all sorts of crazy odd bods!

Alan Grossmith (32) comes from Kent, and reckons he has never found any blue fluff in his belly button. **His second favourite computer game of all time** is *Batty*, and he says that the reason he owns a Speccy is purely to give him an excuse to buy *YS*. Sensible chap. **What kind of 'being sick" habits does he have at parties?** "I know I'm going to be sick well in advance of the actual event, and always make it to the lavvy in time." **Has he ever cooked an egg in a microwave?** "No, but I might well try one day." **Why does he think *YS* is so brill?** "Cos it's always funny . . . it's cheap, but valuable to me." Worra toff!



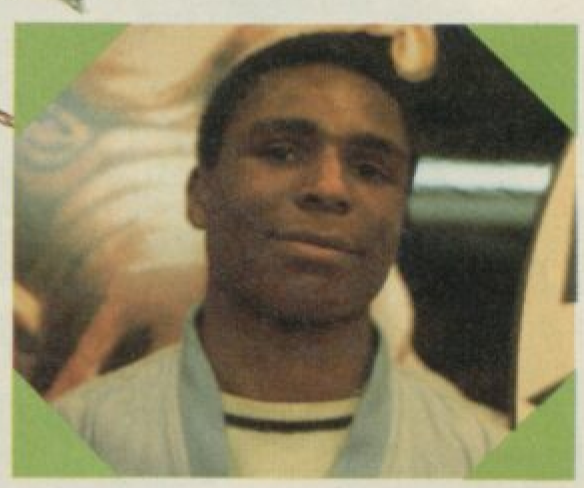
Charmaine de-Bell is 91 years old and a birrova 'Goth'. She had a tent and actually 'camped' in front of the *YS* stand for five days. **Favourite hobby?** "Hanging around stands at the PC Show." **Does she ever find blue fluff in her belly-button?** "No, but I'm constantly finding 'Goth' fluff." **What's 'Goth-fluff'?** "It's the same as blue fluff, except it's black." Oh. **What are her party-time chunder habits?** "I'm not fussy. I tend to pop into the garden, but if it's raining I'll deliver my load wherever there's a spare square metre." **What's the scariest thing she can think of?** "Uuuum, 'Bob' Holness." Charmaine's an Adventure freak.





Matthew Turrall (29) from Coventry is another person who always makes it to the lav when he's going to be sick. **His favourite vegetable?** "The carrot." **What's the scariest thing he can think of?** "Having hundreds of spiders sellotaped to my neck." **Second fave computer game?** "*Target Renegade*." **Fave non-computer game?** "Getting together with a few friends and all pretending to be lamp-posts for a couple of hours every week(?)." **His favourite planet in the Solar System** (except for Mars) is Pluto, and, apart from *YS*, his **favourite mag** is *Smash Hits*.

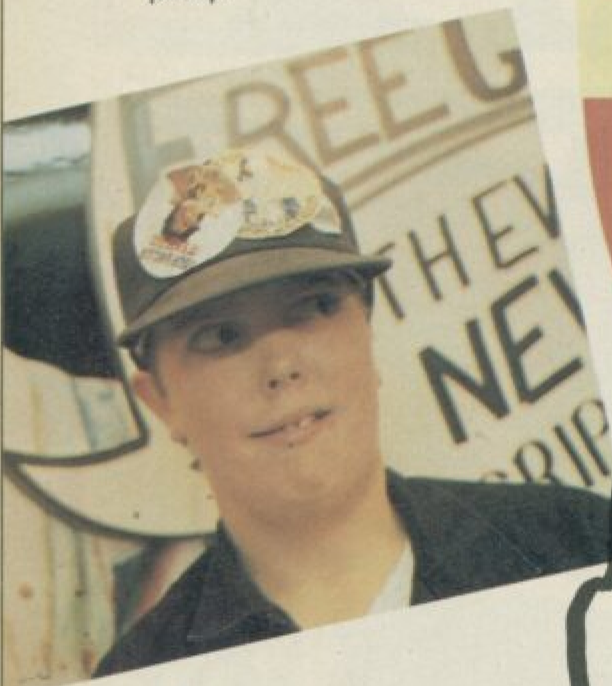




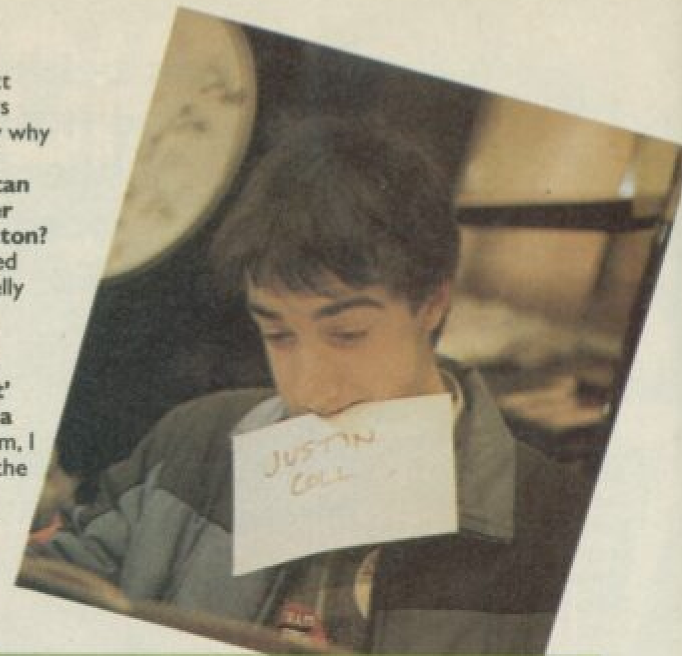
Dennis Coleman (126) is a Londoner who's fave music paper is *Sound On Sound*. **His favourite vegetable?** "The tomato." **Why?** "Cos it's a taste-bomb. Especially those small ones, you know, the sweetish ones: they sort of explode in the mouth. Sheer ecstasy." **His favourite planet in the Solar System (apart from Mars)?** "It has to be Pluto." **What's the scariest thing he can think of?** "'Tarby': Jimmy 'Tarby' Tarbuck. Yuk. He's an incredibly horrendous person." **His favourite barf-zone at parties?** "Eh? . . . Where I'm sick? . . . Oh, anywhere really. As long as it's not on myself!"

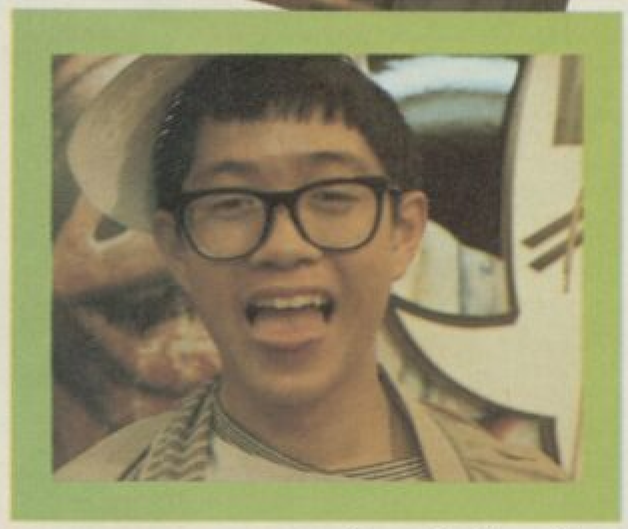
SHOW STOPPERS

Chris Merriman is 43, comes from Rugby and is totally hatstand. Here's proof: **Fave planet?** "The Milky Way." **Does he ever find blue fluff in his belly-button?** "I've never looked." **Fave hobby?** "Looking for blue fluff in my belly-button." See what we mean? Oh, he spends 500 hours a week playing computer games. **Favourite vegetable?** The parsnip.



Justin Coll is 99 (telegram next year) and lives in Surrey. He says there's not enough room to say why *YS* is so utterly zim-zam, so he won't. **The scariest thing he can think of?** "T'zer." **Does he ever find blue fluff in his belly-button?** "Quite often, but I've discovered that a little dab of petroleum jelly soon deals with the problem." **Second favourite computer game of all time?** *"Head Over Heels."* **What's the 'raunchiest' thing you've ever done with a pair of wellington boots?** "Erm, I once accidentally put a pair on the wrong feet." **That's not very 'raunchy'!** "Er, no. S'pose not. Sorry."





Weng Ang (51) comes from London, and is a shoot'em-up fiend. He's another person who hasn't searched the inner recesses of his tummy—hole for blue fluff. **What's the scariest thing he can think of?** "Myself." Whaaattt?? **What's the second scariest thing?** "Susan Tulley from *EastEnders*." **Has he ever cooked an egg in a microwave?** "Yes." **What happened?** "That's the third scariest thing — I don't know if I should tell you." **Oh, go on . . .** "No." **Okay then, tell us about your 'barfing' habits at parties.** "Well I normally make it to the lav, but if I can't I'll hold it in my mouth for as long as possible and try to find another suitable receptacle somewhere in the house." **Such as?** "Erm, flowerpots are quite good. So's the vegetable draw in the fridge."



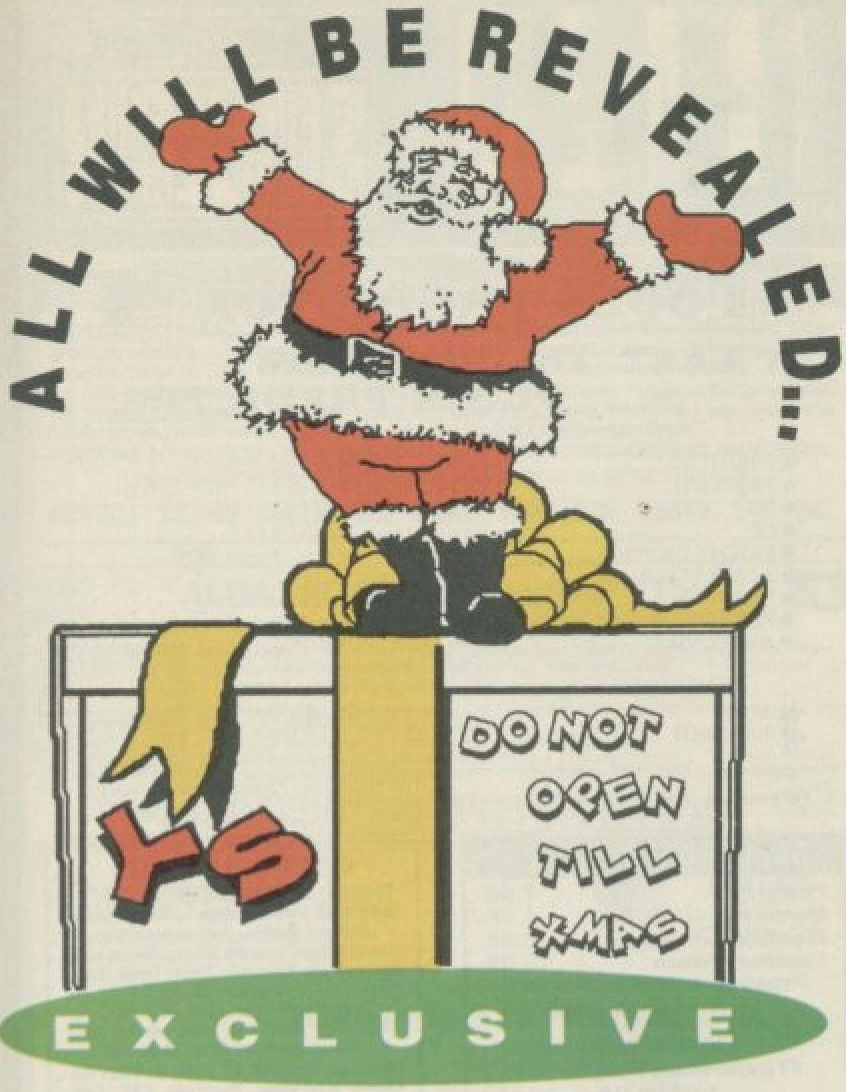
Julian Hales (5) hails (har har) from Sheffield, and he's another *Smash Hits* reader. **Does he find blue fluff in his belly-button?** "To be absolutely honest I've never actually looked, but there probably isn't room for any because that's where I keep my pet bee, Arthur." **Second fave computer game?** *"Matchday."* **Why does he think *YS* is so absolutely skillo?** "Cos the female staff are so absolutely gorgeous." (*I like him! Ed*) **What are his 'being sick at parties' habits?** "I sometimes make it as far as the bathroom floor, but usually heave up in the kitchen. Once I was sick behind a fridge." (Bleeeee!)



PC's **Peter Ford** and **Dave Bahan** (19 and 22) are from South London, and as you can see, even they knew which were the most 'happening' stickers at the show. **Why were they there?** "Well, we saw adverts for the PC show and thought we'd come along and see what it was all about." "That's right, but we thought PC stood for Police Constable — we thought it was a Police Constable show, but as it turns out it's all these bloomin' computers, an' there's no other coppers about anywhere." **There's lot's of security guards . . .** "Yeah, but that's hardly the same thing, is it?" "That's right — they ain't proper coppers." **Oh. What's your favourite place for being sick when you're at a party?** "You what?" "Yeah, watch it, you can't ask us questions like that — we're the law". **But surely your helmets would make ideal receptacles?** "That's it. You're nicked!"







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YS — IT MAY NOT BE FLAME GRILLED BUT ... IT'S A WHOPPER!!

Note: None of the above may be strictly true but that's not my fault. T'zer

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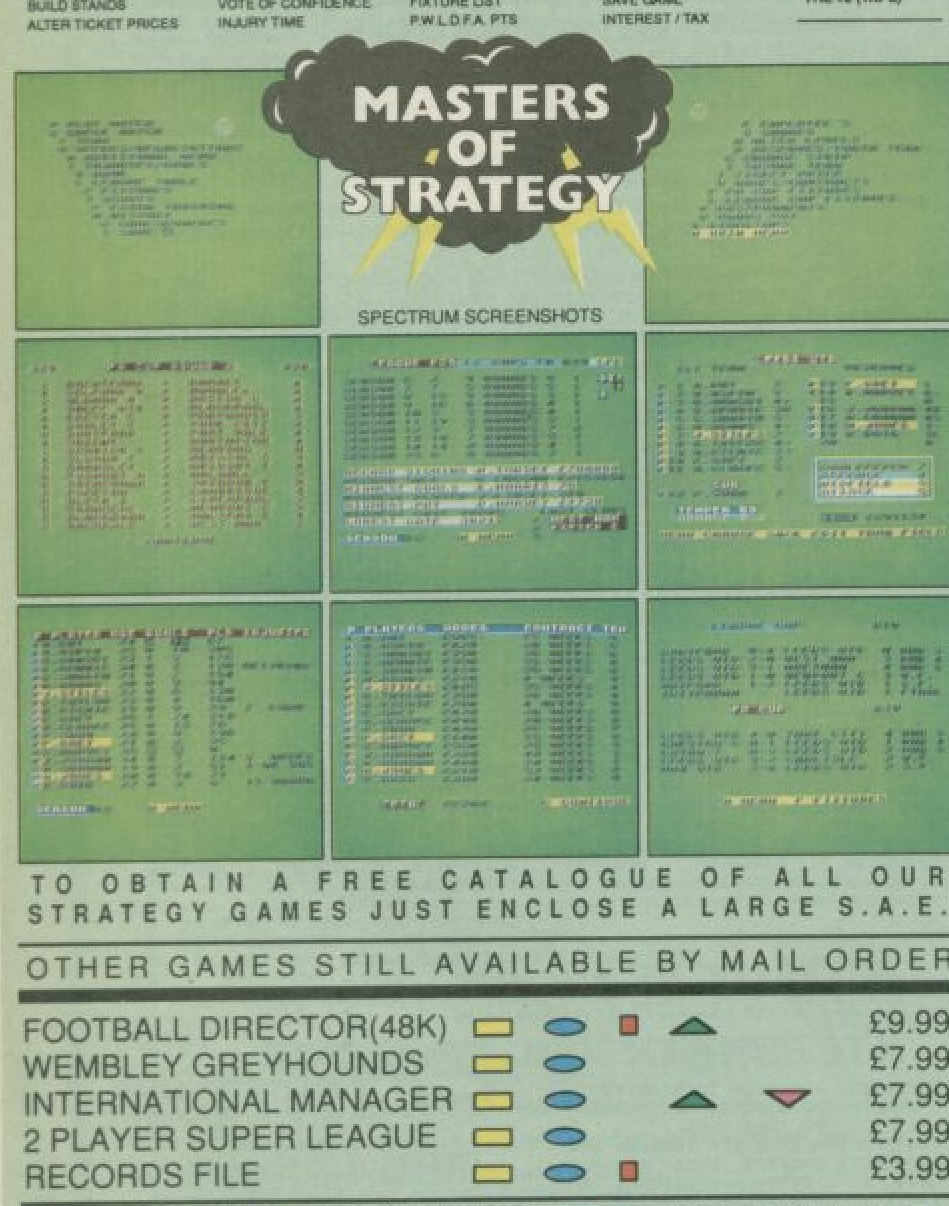
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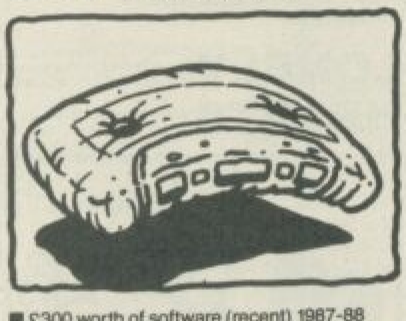
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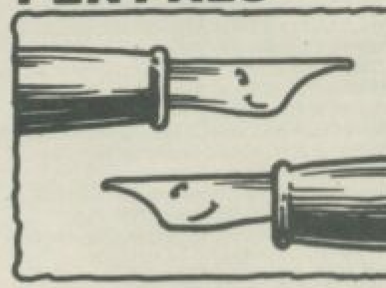
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■ Wanted! *GAC* and *OutRun*. Swop for Datel lightpen, interface and software and *Gauntlet 2*. Call James on (0685) 873133 after 4pm. Weekdays only please.
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■ When will I be famous? Never if you don't send your 48K/128K adventures to Creative Juices, 28 Horseshoe Rd, Longford, Coventry. (As long as you wrote it yourself.)
■ *SMOT* tape mag, issue 1 out now. Cost 60p plus a tape. Contains reviews, tips, news, charts, free ads and much more. Write now for your copy to, Graham Finney, 14 Greenhill Rd, Billinge, Nr. Wigan, Lancs.
■ Homegrown Software adventure, *The 2X Quest*. Send £2 to cover cassette and p&p to D. Smith, 47 Banks Road, Golcar, Huddersfield, West Yorkshire.

FANZINES



■ *Autoduel* PBM. Enter a duelling arena and try to be the only remaining driver. For rulebook send two first class stamps to, Andrew Rose, 68 Milward Road, Hastings, Sussex.
■ *Spectre* — New fanzine for Speccy. Reviews, PBMs, videos, tips & more. Send sae and 35p to Jonathan Bell, 26 Chaffers Mead, Ashtead, Surrey.
■ *Basic* is the new Spectrum fanzine. Just send a cheque/PO for £1.30 to K. Jarman, 18 Poplar Close, Biggleswade, Beds SG18 0EW.
■ Hello! I am here to tell you about *ROM* the monthly fanzine at a snip for £1. Please send an sae, A4 sized envelope for issue one. Glenn Foster, 20 Fordston Ave, Preesall, Blackpool.
■ *Spectraxx* Tape Magazine, the highest quality mag around! Now over a year old! News, POKEs, tips, reviews, games! Send £1 to Lee Tonks, 57 Myrtle Ave, Selby, North Yorkshire.
■ *The Spectrum Programmer* people who have ordered are pleased with my efforts and I am getting better. Send £1 to Kieran Wood, 30 Church St, Elsecar, Barnsley, S. Yorks.
■ PBM *Diplomacy*. 'Phone for country (0240) 27548 and ask for Paul. Send sae to, Diplomacy, 68 Haw Lane, Bleddlow Ridge, Bucks. You need to have the game *Diplomacy*!
■ Football PBM, 15p plus post per turn. Send sae to Erbe Games, 12 Hopetown Drive, East Lothian, Scotland.
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LONELY HEARTS



■ Two males would like two nice females who like going to the cinema, like music and are good looking. We are both 12 and would like you to be a similar age. Oscar and Euan, Heathery Hall, West Linton, Peebleshire, Scotland EH46 7DG.
■ Speccy owner, who likes music, video & boys. If possible send photo to, Jorge Fonesca, Rua Luis Pastor de Macedo Lote 33-3, 1700 Lisbon, Portugal.
■ 16 year-old Portuguese boy seeks intellectual and attractive girl. I love to talk about software (780 MC), hardware and science. Write to Jorge Simao, Travessaq do Campo No, 2800 Almada, Portugal.
■ 14 year-old male seeks 13-16 year-old female for friendship or relationship. Good looks not essential, send photo and a letter to James Foy, 33 Greenwood Drive, Angmering, W. Sussex BN16 4JW.
■ Six-foot bodybuilder seeks female companion of 15+. Please contact David, 2 Euryalus St, Walney, Barrow-In-Furness, Cumbria. Include photo, must be good looking.
■ Lonely 15 year-old girl seeks young males 15+ to write to. Please enclose photo if possible. All letters answered.
■ Two good looking boys aged 10, seeking attractive females about the same age. Must have long blonde hair. Send photo if possible to Luke and Joe, 49 Dock Rd, Tilbury, Essex.
■ 14 year-old boy seeks 13-16 year-old female. Please send me a photo if possible. All letters answered. Hurry, I'm a lonely guy! Mark Middleton, 136 Station Street, Castle Gresley, Burton-On-Trent, Staffs.
■ I am a lonely 16 year-old who seeks a 15+ interesting girl who likes going to the cinema and generally having a good time. Please send photo. Richard Wise, 29 Olton Road, Shirley, Solihull, W. Midlands.
■ Hunky 12 year-old male seeks attractive female of similar age, must like music and sport. Please enclose photo. Danny Borszicz, 8 New Hall Lane, Heaton, Bolton.
■ Two fun-loving males aged 15 interested in sport and pop, require two females aged 14+. Please enclose photos. Every letter answered. If interested please write to Craig Beaver 66336, Police House, 1B Selsey Road, Corby, Northants.
■ 15 year-old girl looking for a boy of the same age or older. If interested write and send a photo to Jo, 17 Austin Street, Huntstanton, Norfolk.
■ 14 year-old male seeks 13-16 year-old female Speccy owner. Send a photo (if poss) and a friendly letter introducing yourself to D Taylor, 50 River View, Chadwell, St Mary, Grays Essex.
■ 15 year-old male seeks girl same age who likes to have fun. Please send photo. Romance and devotion are guaranteed. Good looks not essential. Thank you. All letters answered. Andrew Vare, 9 Tosson Close, Bedlington, Northumberland.

ANSWERS

OFFICE BOYS

The Ed, as we have been told, works in the middle office. Therefore Mike and Pete have the end offices. The *Play School* buff beats on Mike's wall, meaning that must be the person in the middle office — the Ed. Pete can't be the one who watches *Postman Pat*, leaving only *Rainbow* for him to tune into. The programme left, *Postman Pat*, must therefore be the one that Mike finds so stimulating.

Tie breaker: They're both dead.

HELLO SWEETIE

One lump in the first cup, three lumps in the second cup and ten lumps in the third — which is a very odd number of lumps to have in your coffee!

A FAMILY PROBLEM

4 boys and 3 girls.

MULTI PUZZLER

1. The circle around the outside of everything.
2. The cross that divides the sections.
3. Peacocks don't lay eggs. Peahens do.
4. Bungalows don't have stairs.

Answers To Chart

A Study Of:

1. Mountains
2. Stones
3. Flowers
4. Wind
5. Spelling
6. People
7. Codes
8. Maps
9. Handwriting
10. Books

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FUTURE SHOCKS

So what's going to be filling the stockings of Spec-chums all over the world this coming Chrissie, eh? You can bet your back teeth that it won't be a turbo-charged C5, but it might be a few of these little beauties!

THUNDER BLADE

US Gold

If you've been anywhere near an arcade this Summer then you should've seen *Thunder Blade*, the fastest and most furious helicopter shoot 'em up of the year. Great, innit? You view the game from above, and then before you can say 'bash-a-helicopter-into-the-side-of-the-Telecom-Tower,-Graham,' you swing down and you're looking from the back.

The actual aim of the game has always been a bit on the fuzzy side to us though, even though we've probably spent three squillion pounds on the rotten thing. Mind you, it's not important really, 'cos all you've got to do is go BLAM! BLAM! BLAM! at almost everything that moves. Wheeee! It's great fun.

In this conversion from US Gold, you fly the latest state-of-the-art helicopter armed to the rotor blades with missiles, bombs and the like. Taking this piece of warfaring hardware you have to fly through five stages, just like in the arcade version, each stage offering the top view, the rear and then a 'master ship' which you have to destroy to complete the level. Clear as mud, innit? Let us take your hand and lead you through.

You start the game looking at your 'copter. The rotor's going and waiting for you to pull back on the stick to start the mission. This looks a bit like the *Xenon* games, although you can also go up and down, landing atop of your enemies or flying many thousands of feet above them. On the first level you fly through a landscape of skyscrapers, and trees, with a road through the centre of the screen. Strictly you don't have to fly along this road, you can in fact go around the sides of the buildings — just make sure you don't hit them!

Once you've gone far enough in the first level you stay in the same landscape, but this time you find yourself looking from the back — this being very much like good ol' *OutRun*. It's strange how you'll find your strategy changes with the different viewpoint, even though you're facing the same nasties and obstacles.

Right — have you gone to the edge of town on the first level? Good, now you can visit the first of the 'master ships'.

You know games like *Alien Syndrome*?, well this 'master ship' is of the same ilk as the mega-aliens in that adventure. There's plenty of guns having a crack at you, and if that wasn't bad enough you've even got to come face to face with the other helicopters (which, I might add, look considerably larger than your own craft!).

I can't tell you too much about the further levels, but, needless to say you'll find those cave — and desert — type levels from the arcade game as you go on.

We'd have thought trying to squeeze *Thunder Blade* on to the speccy might be a bit like trying to hold the Olympics in your front garden. But US Gold has done an excellent job — watch out for it! We'll have a complete review next issue.



Take it from the top, Ginger old boy — 'cos that's where you'll be in the first stage of *Thunder Blade*. Take notice of the tanks and helicopters which are very much on the hostile side. Oh, and do remember not to crash into the buildings!



Complete the first stage and you'll find yourself looking at the same scenario, but this time from the back — and, as you can see, it seems like a totally different game altogether! You've still got to watch out for those tanks and choppers, though.

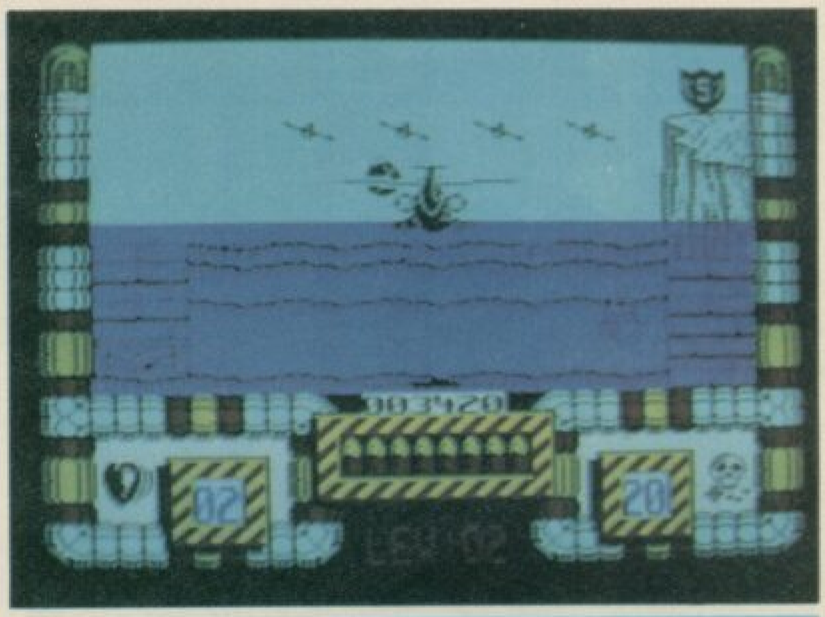
FUTURE SHOCKS

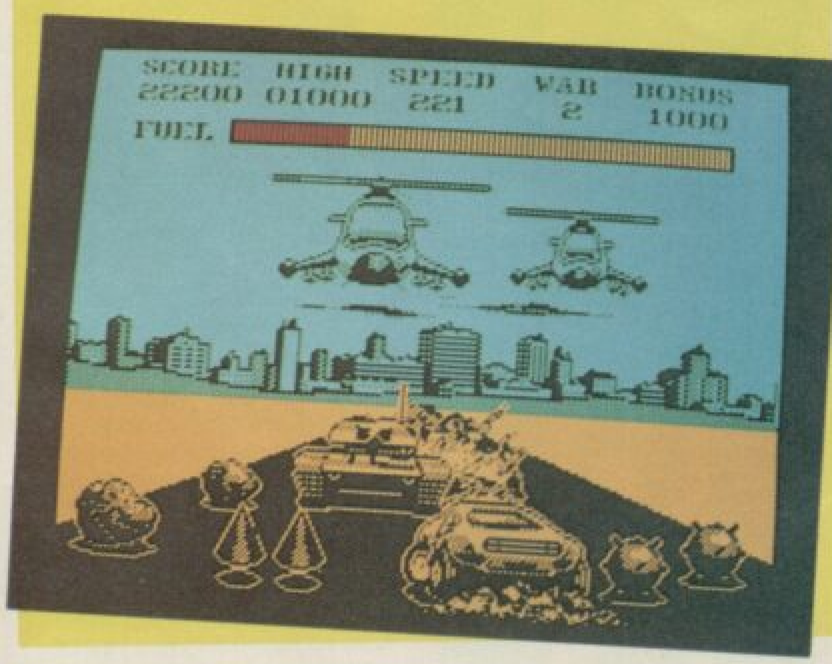
FIRE & FORGET

Titus
Once again the world is in turmoil and war is raging across every continent — and who's going to clean it up? Yup, you and of course your ultimate fighting 'motor', Thunder Master.

Your mission's not quite clear, but one thing's for sure — it involves a hell of a lot of driving, blasting, avoiding land-mines and shooting the boxer shorts off of enemy vehicles and bunkers. But if this sounds a bit too much to handle alone, you can always bring a mate in to pilot Thunder Cloud, a specially-equipped aircraft which lends a bit of cover 'up above'.

Fire And Forget will fight its way to your local shop by the end of this month, causing damage to the tune of £8.95 (or £9.95 on disk).





HELLFIRE ATTACK

Martech
Flying planes is a cinch. All you have to do is occasionally pull on the joystick and take a quick look at how the flaps are sitting-s'easy. Now if you want to fly something really difficult, try taking to the air at the controls of a helicopter — steering a chopper's something completely different.

For those of you who'd like to give it a try, Martech has come up with *Hellfire Attack* — an arcade style mega blaster that avoids all the usual technical bumph that comes with computer simulations and concentrates instead on level afer level of fast action zapping.

Hellfire Attack will take to the skies sometime in late November and you can grab a ride for £8.99 on cassette and £14.99 on disk. Chocks awaaaay! (Ooops sorry, wrong craft.)

F-16 COMBAT PILOT

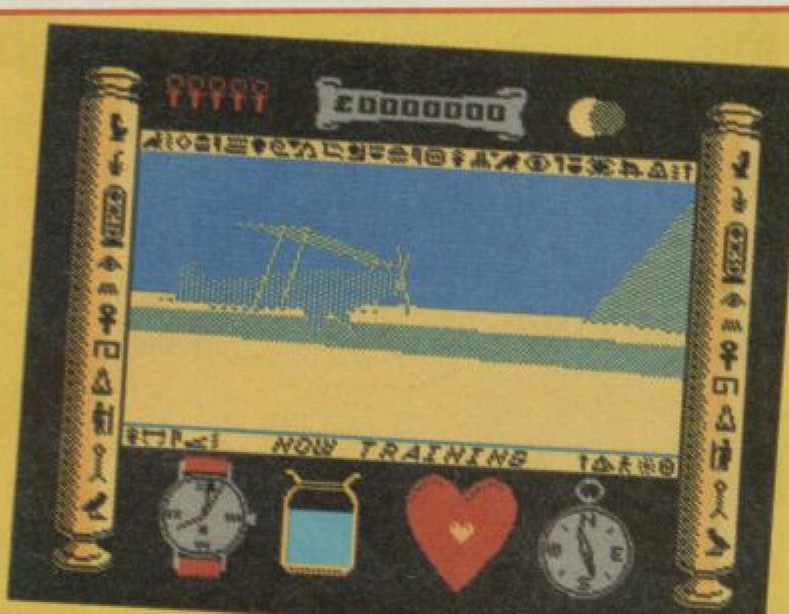
Digital Integration
"Okay people listen up, this is Colonel U.S.A. Robert E. Lee Studebaker here and I'd like to tell you a little bit about that lil' ol' airplane that you're all gawping at. That there's the F16 — one of the most advanced multi-role fighters in the US Airforce's armoury. It can travel at more than three times the speed of sound and is capable of carrying a wide variety of weapons systems."

There's one little drawback though — these flashy flying machines cost roughly $15,000,000 each, so if you wanna try your hand at flying one, check out Digital Integration's *F16 Combat Pilot* — it's the nearest you'll get — which will be in most limey software shops sometimes after Christmas and (chuckle, chuckle) will be a little bit cheaper than the real thing."



Tune in again next month viewers when it'll be time to ring in the New Year and wring out the washing...

FUTURE SHOCKS



You can actually walk all the way around the pyramid, but the only entrance is the one on the same side as the landing strip.



You can open doors, the lids of treasure chests, and sarcophaguses to find treasure and new rooms to explore. Look out for those sar'phags, though, Egyptology fans, 'cos there's a fair few mummys and dart shooting meanies behind those carved human shaped doors.

Incentive

We like Freescape. It's one of the wackiest game ideas to come along in a long time. And now after *Driller* and *Dark Side*, we've got *Total Eclipse*.

This new game is set firmly in the sandy wastes of Egypt in the 1930s. So you begin by parking your Sopwith Camel (which doesn't fit through the eye of a needle. We checked!) next to a pyramid in the middle of the desert.

The plot goes like this. You're an explorer, complete with pith helmet, khaki shorts, and rotary spanking machine just like ol' Indiana Jones. And you know (as a world renowned Egyptologist) that if you don't solve all the puzzles of the Pyramid, the total eclipse of the sun which is about to happen, will bring about the end of mankind as you know it! Crikey!

You're armed only with your trusty service revolver, which may seem a bit of a raw deal, but since you can manipulate the other objects in the game with it, it's your jewel in the crown. You also have a wristwatch, which ticks away the time remaining till the blackout, plus a heartbeat icon, showing how fast your heart is beating. And you must keep an eye on the ol' ticker you know. Cos if you get REALLY scared, you get a heart attack.

If you're familiar with the other two Freescape games you'll feel right at home in this one, as the controls are very similar. The space bar draws your gun, toggling between move and target cursor modes on the joystick/keys. You can alter the resolution of movement and angle with the 's' and 'a' keys. U-Turn, crouch and save and load. Handy option, saving, especially as this is supposed to be the largest Freescape game ever! Wow!

Useful additions to the controls are Face Forward, to help you straighten up if you're disorientated, and Rest. This advances the watch hands at a faster rate and calms down your heartbeat icon.

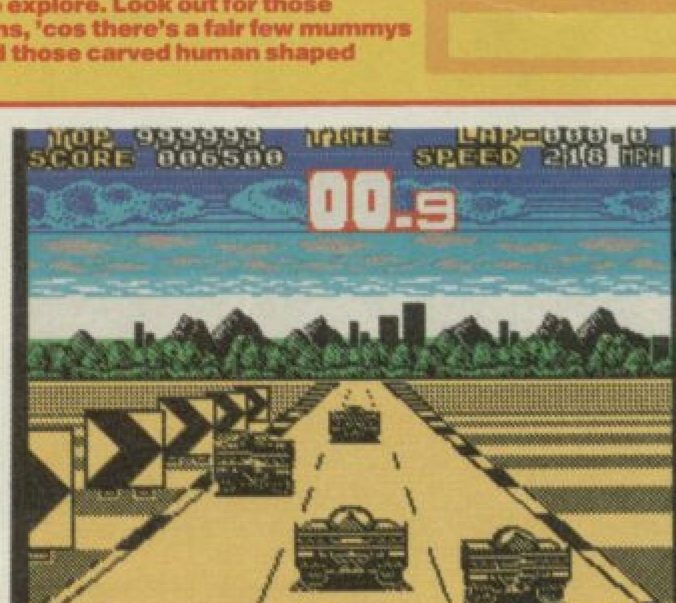
Okay, so that's the hang of its jib, but what does it play like? Remarkably like the other ones actually. But that's not in fact, as bad as it sounds, 'cos the others were addictive, original and absorbing and kept all of us at *YS* tearing our hair out for nights on end. And *TE* isn't much different from that experience. It's great!

The Egyptian motif is effective, and suits the freescape environment. You can explore the pyramid, and crouch, climb and delve into all it's important little places. You can look up and down which helps you solve problems like the one where there's a lot of trigger plates in the floor, and the *really* tricky one when you walk through the door, and there's a drop of several feet, and you need to figure out a way of getting down. *Total Eclipse* is a hot game. Buy it!

Ocean

Coming to a Speccy near you soon, *Wec Le Mans*, that dumpy little coin-op, is being written fast and furious by the stars of Ocean. Judging by what we've seen so far, it looks like it'll take *Out Run* for a ride. Of course, printed paper being what it is, we can't show you the demonstrations of the car spinning round — or even the graphics of the other cars as they disappear off into the distance. What we can show you is a snapshot of the game as it stands so far — stunning graphics, eh?

Anyway, *Wec Le Man* should be hitting your Speccy this Xmas for just £8.95 on cassette and £14.95 on disk. Tis totally Terrific, eh Tommy?





FUTURE SHOCKS

GUERILLA WAR

Ocean
Take one cruel oppressor, add a liberal sprinkling of troops plus a dash of booby traps and mix the whole lot in a tropical island. Leave in your cassette player for about 3.5 minutes, and voilá (*here's one we prepared earlier . . .*) a perfect *Guerrilla War.*

The glacé cherry to go on the top is, of course, yourself. Armed to the dentures you've got to get in there and put paid to the evil tyrant's plans. This is performed by racing through rivers and swamps, battling through the cities and towns while being attacked on all sides by wave after wave of bloodthirsty mercenaries. Phewwww . . .

You do have the advantage of a partner and a tank to climb into at certain stages in the game, but it still ain't gonna be easy.

Guerrilla War will be ready for consumption about Chrimble Time with a price tag of £8.95 for cassette and £14.95 for the disk. Volunteers only . . .

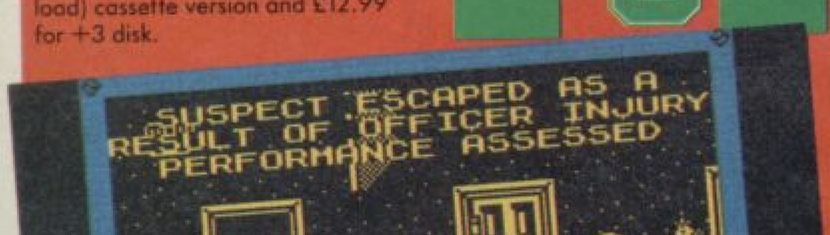


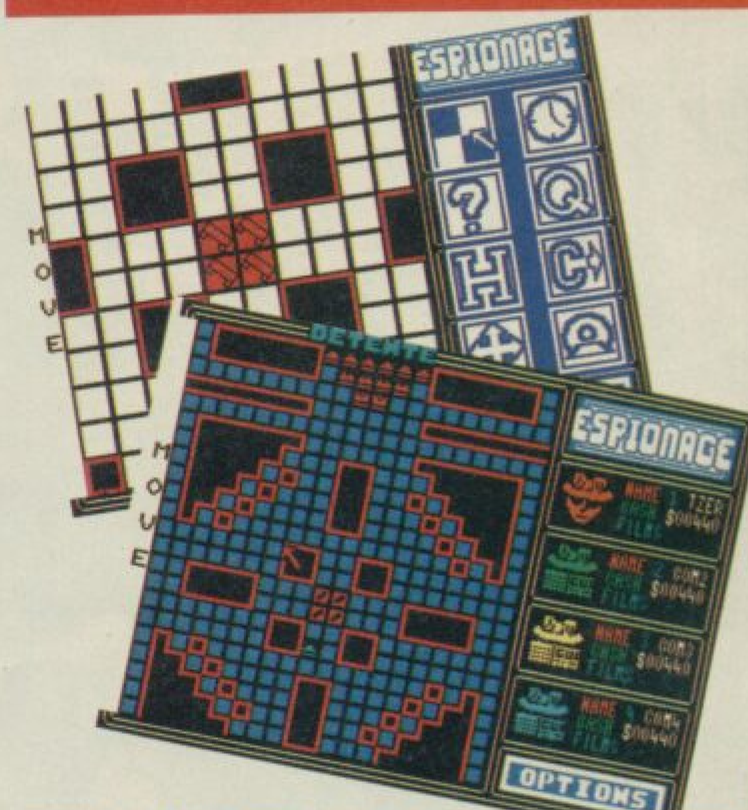
TECHNOCOP

Gremlin
Nee, naw, nee, naw, nee, naw! Screech! Eeeeeeeeouu! Being a cop is always exciting, but no more so than when you're equipped with a high-tech sports car and enough technical wizardry to put the space shuttle to shame. Beats the pants off pedal power any day. And in *Technocop*, a multi-level arcade adventure/driving game which pits you (as a rozzer) against 16 fiendish future criminals, you can cruise in your panda car to your hearts content.

The game is split into levels and each level is split into two sections — one driving and one searching and shooting — with progress depending on how many criminals you bag.

The technobods behind *Technocop* are Greg Priest and Tony Porter, who were previously responsible for *Mickey Mouse* and *Basil The Great Mouse Detective*. So, this should be good. The automated lawman is set to begin his clean-up campaign sometime in December and will set you back a mere £7.99 for the (multi-load) cassette version and £12.99 for +3 disk.





ESPIONAGE

Grandslam
'Psssst — the vicar will take tea at midnight by the drystone wall!'

Which is probably 'spyspeak' for 'have you heard about Grandslam's 'game of the boardgame', *Espionage*? We're not talking James Bond, fast cars and beautiful blondes here though — more strategy and cerebral excitement, along the lines of chess and draughts.

One to four spymasters gather around an on-screen board and enter into the quest for four microfilms. If you can't find three friends, you can always play against three computer-generated opponents (or two, or one human and one computer . . . the possibilities are almost endless).

Would-be spying Spec-chums will be able to enter the world of cold war intrigue as we speak, so sneak out and grab yourself a copy for £8.95 on cassette or 1,000 roubles on microfilm.


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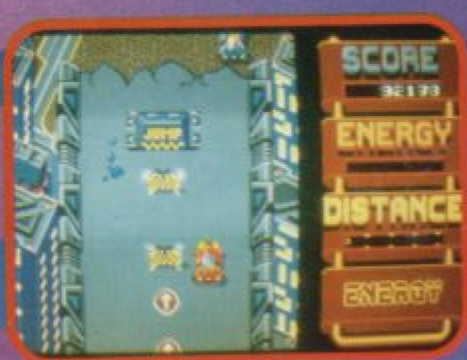


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GIANTS OF THE VIDEO GAMES INDUSTRY





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The struggle is not all one sided — lazer powered turbos give you unbelievable acceleration and the power to fly, whilst your fusion enhanced controls will enable you to steer a path through the most devastating opposition.

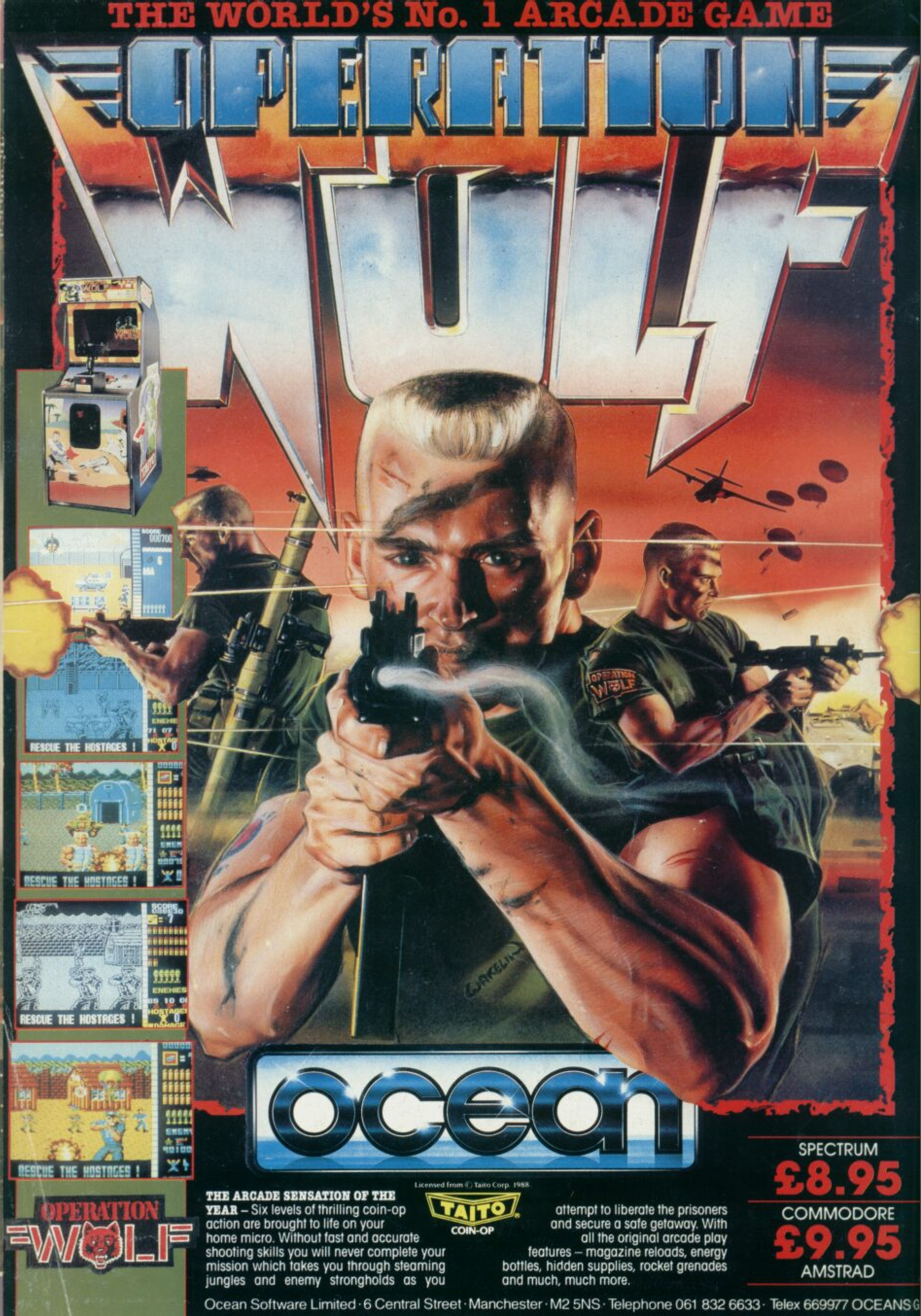
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Screen shots from various formats


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